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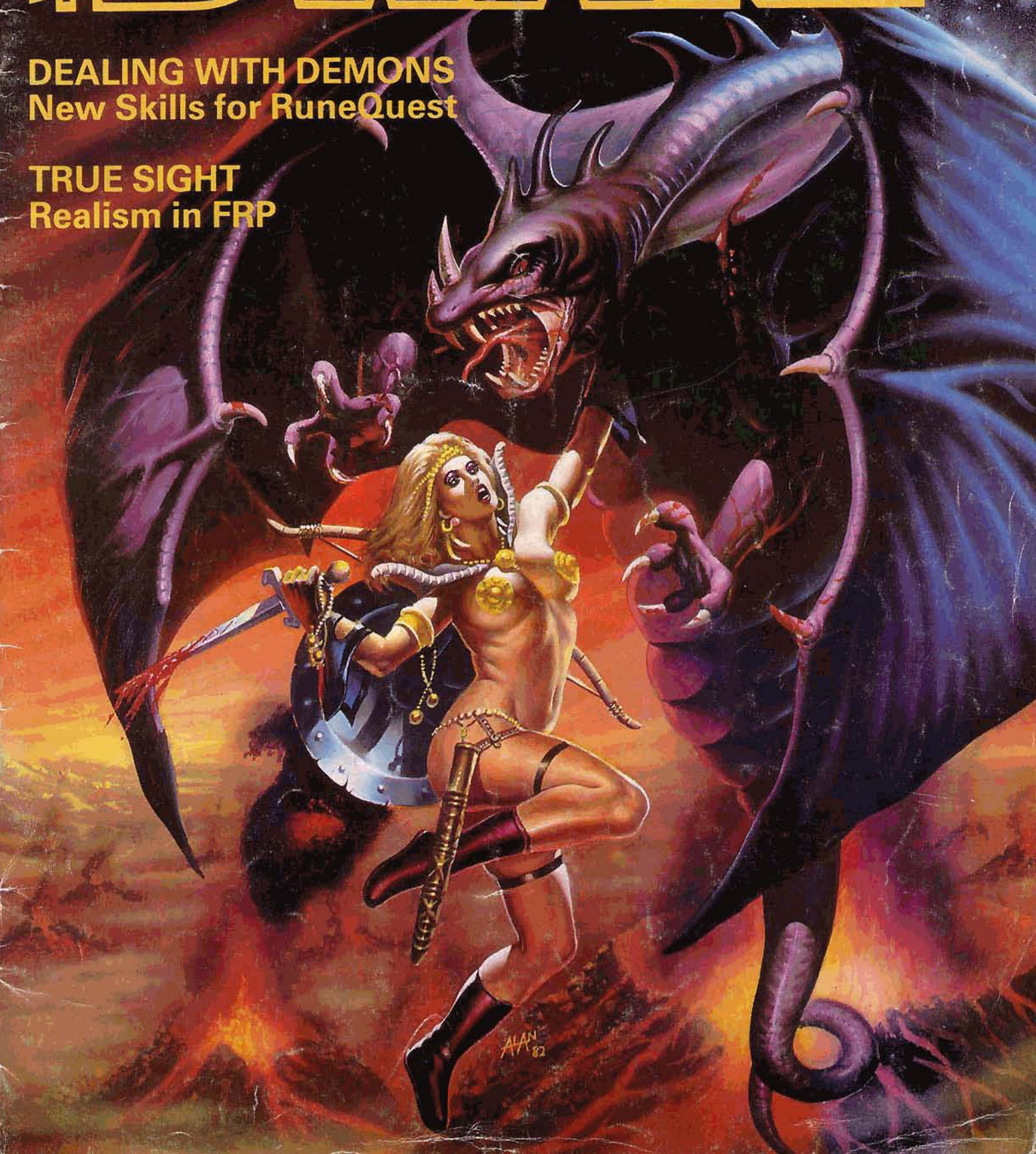

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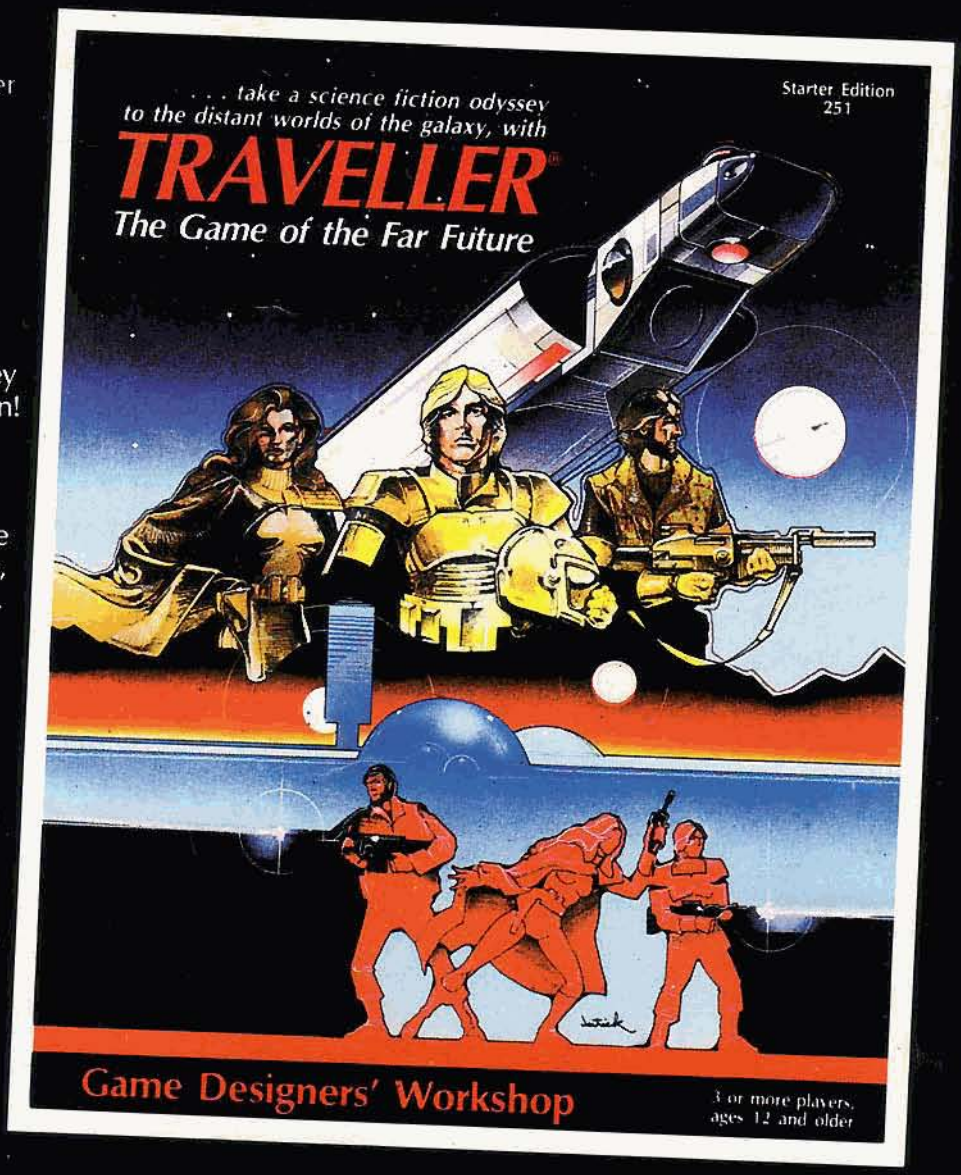

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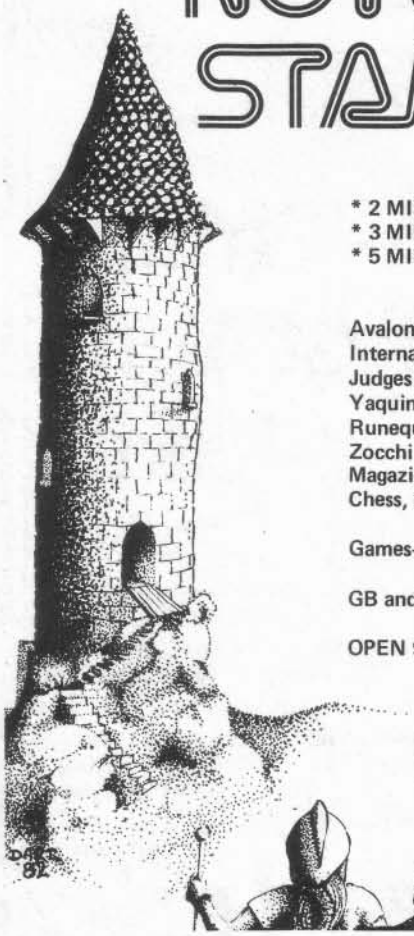

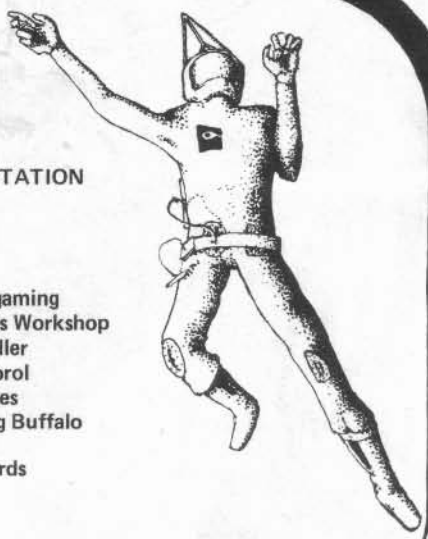

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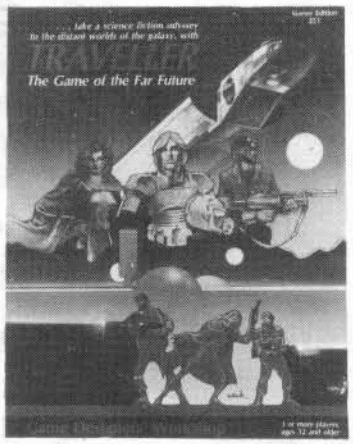

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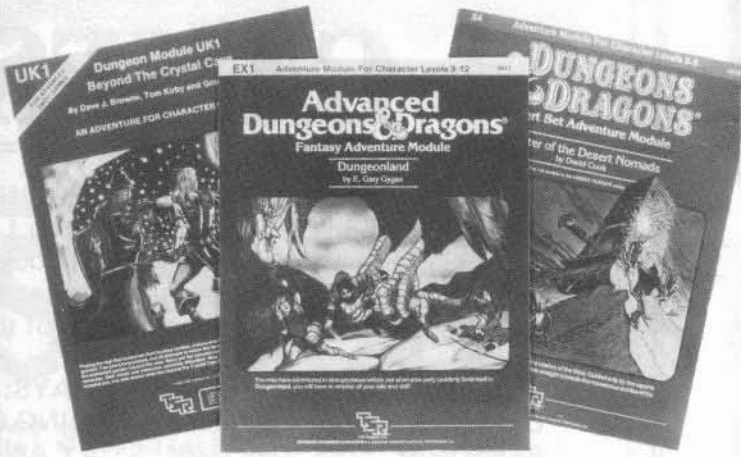

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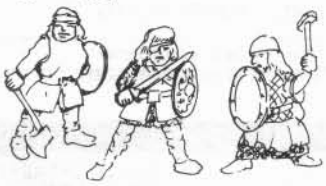

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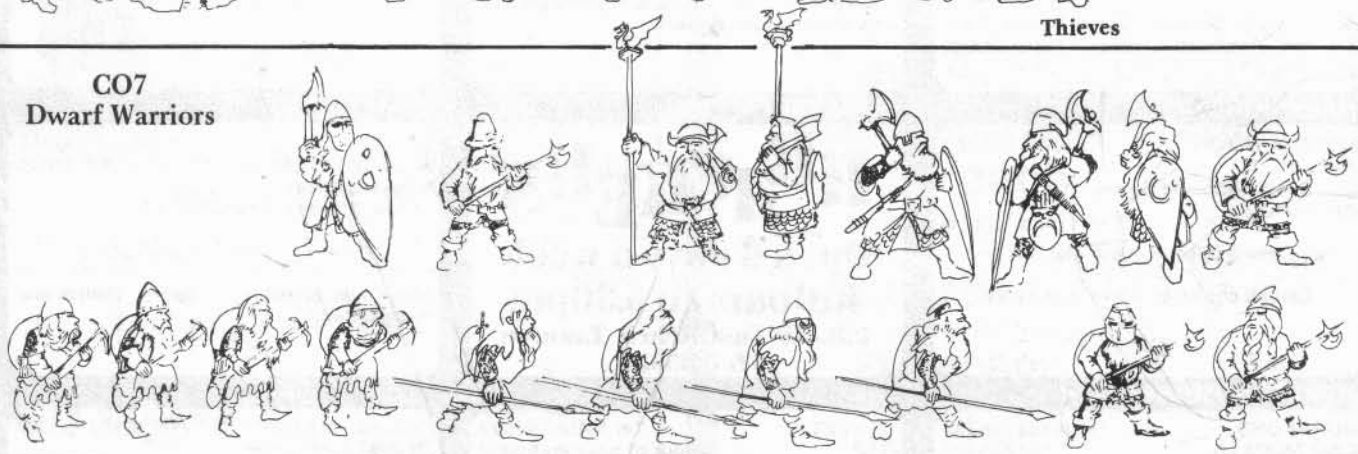

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Issue 44 **August 1983**

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The final phase of the new-look *White Dwarf* will be implemented next issue. Four more pages will be added, two of which will be given over to two excellent cartoon strips; *Thrud the Barbarian* and *The Travellers*. Over the last few issues there have been some radical changes in *White Dwarf*'s style and content. Of course, we cannot hope to please everybody, but warn you to load your poison pens in anticipation of *The Reader Strikes Back* – a questionnaire in *White Dwarf No 45* for readers' opinions, views and pent-up frustrations!

Ian Livingstone

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Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

On ICE!

Interstellar Charter Enterprises

An Organisation for Traveller Scenarios and Campaigns by Marcus L Rowland

Players Information

Outside the armed forces and megacorporations, there are few jobs available for qualified starship crews. Those positions offered tend to be poorly paid, dangerous, or both. Accordingly, when a group of unemployed adventurers see a job advertised in their morning newsfax their interest is aroused:

> *Wanted - Pilots/Navigators/Computer Operators/Engineers/Gunners. Go-ahead company needs skilled personnel for small ship charter work in central Solomani Rim subsectors. Scale salaries plus 5% per annum incremented bonus, training, stock option plan, etc. Contact Interstellar Charter Enterprises, Commo ICE 324324 ex6.*

On applying, the team are given the company's local address and instructions to report for medical examinations, aptitude tests, and interviews. These include several psychological evaluations and are as tough as anything used by the Navy or Scouts. Amazingly, all the team manage to complete them and are eventually ushered into the office of the local director. After several minutes of innocuous conversation he reaches into a drawer and pulls out a small ampoule of clear liquid. 'This' he says, 'is a dose of Booster. How would you react if we wanted to include a few thousand of these in your cargo?'

Referees Information

ICE carry out all normal spacecraft rentals, but their main business is the provision of ships for any form of illicit activity, from smuggling to piracy and small-scale mercenary operations. This is made possible by the lack of co-operation between the regions governments, which makes it difficult for any single policing organisation to keep track of their activities. In fact, all the regions governments have used ICE's services in their own intelligence operations, and on a roll of 5+(2d6) will ignore any allegation of illegal activities which do not threaten them.

If the players react badly to the 'drug' (actually distilled water) the manager will say that he was simply testing their reactions, since ICE would never employ smugglers. They will be offered jobs on widely separated ships and bases and, if the jobs are accepted, will be discharged for some real or invented dereliction of duty after 3-12 months. They will be carefully kept away from any illegal activities.

If the team show a less hostile reaction, indicating a willingness to discuss the possibility of acting outside the law given suitable incentives, they will be given a little information (but no evidence) about ICE's activities and offered a job as a ship's crew.

Unlike most criminal organisations, ICE works only for hire and rarely initiates projects. The company charges standard fees for legal work but up to 500% more for illegal projects. However, there are few complaints about these fees since they include forged documentation, bribes to customs and other officials, and miscellaneous extras.

'This,' he says, 'is a dose of Booster. How would you react if we wanted to include a few thousand of these in your cargo?'

ICE own fifty-eight ships, all of which have at least 1% of their hull volume devoted to concealed storage compartments. These hidden spaces (usually inside the pressurised hull) are well disguised and will only be found on a roll of 11+ (DM +1 per level of Engineering skill) in a routine search, 8+ in a customs strip search or major repair. They are screened against most forms of detections. All ICE ships are frequently serviced and kept in tune for maximum performance. All but the smallest vessels have abnormally powerful computers and maximum armaments for the hull configuration. Trusted captains are issued with a false ship identity transponder, false papers, and appropriate identification symbols and paint for another shipping line or independent vessel. Most of the company's ships are standard designs including type J Seekers, type S Scout/Couriers, type A, A1, and A2 Free Traders, and Freight Tractor Vessels. All these ships can be researched in *Supplement 7* (*Traders and Gunboats*) except Freight Tractor Vessels, which may be found in *Games Workshop's IISS Ship Files*. ICE also own several unregistered ships which are illegal or too radically modified to withstand any inspection. These include:

Type S Scout/Courier. 3-ton bomb bay, triple turret mounting laser/sand/missile launcher, ECM jammer system, and external disguise and identification as a type J Seeker.

Type A2 Far Trader. Modified by addition of hatches for four G Carriers [*Book 2*], triple turrets as above plus dorsal twin fusion gun turret (usp code 4), 48 low berths (including some in hold). The dorsal fusion gun is mounted on an added hard point.

Gazelle Class Close Escort. Salvaged without Imperial knowledge and outfitted as a privateer. Liquid hydrogen tanks are not available, nor are particle accelerators, and the hull is thus fitted with two triple laser turrets and two sandcaster/missile turrets.

These unregistered craft are based on uninhabited worlds or in deserted areas of populated worlds.

The benefits offered in the recruiting advertisement are genuine, since ICE prefer to employ highly qualified personnel, and if a crew are not needed for a voyage they will be assigned to a training scheme. Such courses last a month and utilise advanced techniques including hypnopaedia, drug enhancement, and computer simulations. On a roll of 5+ (DM +1 Int 10+, +1 Dex 9+) such courses will give their subjects one skill level in the area covered, but whether or not the course is passed pupils will be exhausted for the next 1-2 weeks and their Strength, Dexterity, and Endurance will be temporarily reduced by 1-2 points (if initially more than 4). The stock option scheme is also genuine, and employees may buy shares worth up to Cr5000 per year but may not sell them without the company's permission. Such shares pay dividends of 3d6% per annum.

A new crew must undertake 2-7 legitimate charters before being trusted with an illegal mission. During this period ICE may put a container of nerve gas in the ships purifier system, with a timer to trigger it if the team are late back from an assignment. Such containers will be found in a normal search on a roll of 9+, in an intensive search or major maintenance on a roll of 7+. They are usually set to release gas two weeks after the scheduled end of the mission. These devices will only be used if ICE have some particular reason to suspect the crew, such as pilferage or unlikely 'accidents' on the previous flight. Once the probationary period is ended missions should be assigned from the following table, which shows a 2d6 die roll, the assignment produced, any pay increase involved, and a modifier on the roll for the next assignment:

Die Roll	*Assignment*	*Pay Increase*	*Modifier*
under 3	High hazard mission (mercenary transport/drug running/organlegging/etc)	+20%	+2
4-5	Illegal mission (smuggling/gun running/illegal immigrants/etc)	+10%	+1
6-9	Legal assignment (charter flight)	-	0
10-11	Training [see below]	-	-1
12+	Vacation/Layoff [see below]	-/-15%	-2

Referees should design their own assignments bearing in mind the circumstances of their own campaigns. It should be remembered that there may be hazards even in legal flights, training, or on leave. Training assignments should be rolled for each team member on the table following, roll d6:

1-2 Speciality (eg pilot trained in additional Pilot skill).
3 Cross training (eg pilot trained in Navigation skill).
4 Weapons training (roll d6, 1-4: Small arms, 5-6: Gunnery).
5-6 Miscellaneous (roll d6: 1: Vacc suit, 2: Medical, 3: Jack-o-T, 4: Forgery and Bribery (roll for each skill), 5: Steward, 6: Vehicle (see *Book 1*).

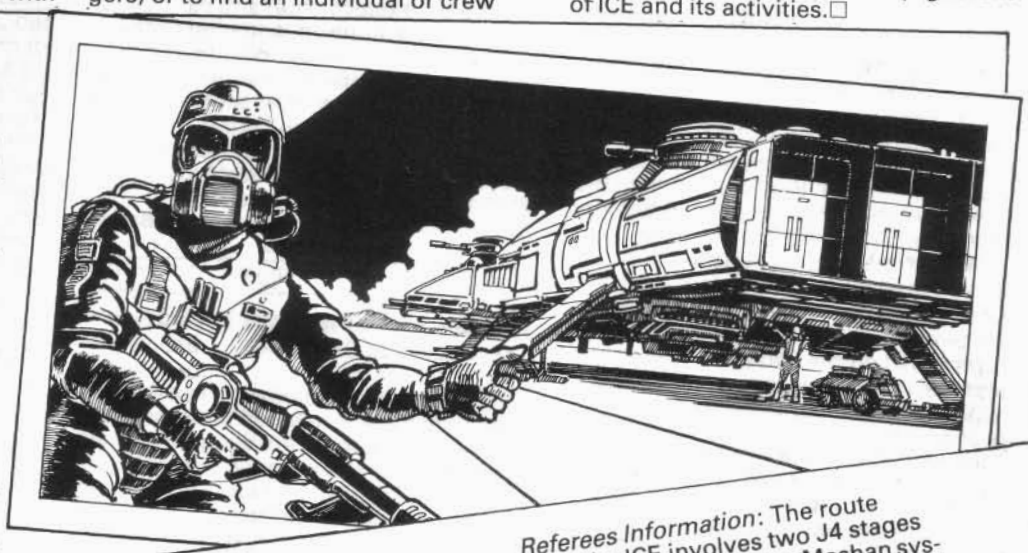
If the result obtained would mean a skill being increased above level 3, or if the world concerned cannot offer the course indicated, reroll the result. A roll of vacation/layoff indicates a break from all duties. If following a legal assignment or training, a layoff result is assumed, with no work immediately available (for 1-6 weeks) and pay docked. If this result follows an illegal or high hazard mission the team are assigned a vacation for 2-4 weeks, plus one week if the mission was a high hazard assignment. Vacations are on full pay.

If referees do not wish player characters to work for ICE this company may be used in several roles. Player characters with backgrounds in crime or intelligence might be aware of ICE's clandestine role, but will know no exact details. On a roll of 10+ characters with this background will be aware of ICE's existence. Since ICE frequently use identification copied from other lines and independent carriers the players' ship might be mistakenly identified as a criminal craft. Characters with work in law enforcement might be assigned to identify the secret owners of the company (actually a consortium of banks plus five directors elected from the lines managers) or to find an individual or crew working for the company. Mercenaries might be given a short-term contract by the company.

If referees wish to use a company of this type in other areas they should do so, but it should be remembered that ICE is based in an advanced and wealthy region which can support an organisation of such a size and which contains several separate political blocs. If used in another area (for example, the Spinward Marches before the 5th Frontier War) a smaller line with more long-distance craft might be needed. A completely unified region could probably not support an organisation, except as a legitimate charter firm.

The following are scenario outlines based on ICE or a similar organisation in the style of *Traveller Supplement 6, 76 Patrons*. Those listing ICE as patron assume that player characters are employees, the other assumes that player characters are at least partially ignorant of ICE and its activities.□

1. Patron: Crime boss.
Required Skill: Forgery, Streetwise, Recruiting.
Required Equipment: None.
Player Information: The team are hired to spearhead a currency forging operation. They are to take the necessary equipment to Agidda (Sol 0204) and supervise its installation and the recruitment of a distribution network. The group and equipment will be transported to Agidda by a freighter belonging to Interstellar Charter Enterprises, who sometimes transport dubious cargoes for a suitable fee, with the equipment disguised as computer parts and the team carrying ID as electrical engineers.
Referees Information: The crime boss has arranged for the rental of suitable workshops and for a supply of raw materials on Agidda. Team members will receive 40% of all profits.
1-2: The freighter crew will co-operate with the team to the best of their abilities.
3: ICE have been contracted by Imperial Intelligence officers, and paid to divert the team and equipment to meet a 'reception committee' on one of Agidda's moons.
4: A rival criminal group is aware of the project, and have put 1-3 agents on board as 'travelling salesmen'. They will attempt to hijack the ship, the crew will not co-operate.
5: As 4, but ICE have been paid to co-operate with the second gang.
6: As 3, but the ships crew are not aware of the plan and the ship will be diverted to its new destination by signals from the local ICE agents on Agidda.



2. Patron: ICE
Required Skills: Ships officers and crew.
Required Equipment: None.
Player Information: ICE own an illegally salvaged Gazelle class close escort, based on an asteroid in the Sirius belt (Dingir 0809) and occasionally use it for piracy and other clandestine activities. The ship is a risk and financial burden, and ICE's directors have decided to sell it to a private group based on Apishal (Dingir 0802). The team are to take the ship to Apishal and collect a freight tractor vessel which is the final payment for the escort. The team will be paid at high hazard rates with a Cr25000 bonus for complete success.
Referees Information: The route advised by ICE involves two J4 stages with scoop refuelling in the Meshan system (Dingir 0709) which holds Naval and Scout bases. The clients are actually a Solomani rebel group, financing their terrorism by piracy, and the freighter they 'own' is a stolen vessel with forged (level 2) papers.
1-2: Provided the team make no silly mistakes all will proceed smoothly.
3: An SDB will be refuelling at the Mesham gas giant when the team start the scoop run.
4: The rebels have decided to ambush the team and take both ships.
5: As 1-2, but the freighter is badly maintained and will misjump.
6: As 5, but the jump drive will then be reduced to J1 capability.

3. Patron: ICE
Required Skills: Ships officers and crew, Medical.
Required Equipment: None.
Players Information: The team are to transport a shipment of illegal medical supplies (mostly stolen organs but also anagathics, addictive drugs, and psionic stimulants) from Cuchulain (Esperance 0306) to Nusku (Sol 0202). Any safe route may be used, within the limits of a Far Trader vessel. The supplies require meticulous monitoring (minimum Medical-2 skill), most will be stored in freeze containers but some are in nutrient solutions needing daily care. The team will be paid at high hazard rates.
Referees Information: The dictatorial government of Cuchulain are disposing of political prisoners via the organ banks, in some cases in the form of live victims kept in low storage until needed. Most of the cargo has been stolen from such a bank, and it includes four living prisoners, stored in various freezer modules. The Cuchulain police have discovered the theft and traced the shipment, and will attempt to intercept the team's ship and destroy this embarrassing evidence of their crimes. For each week of the trip roll one die.
1-2: The module holding one of the prisoners is faulty, and will start to thaw out after 1d6 days. The occupant will require normal medical attention to survive.
3: One of the nutrient vats will go wrong and its contents decay, filling the hold with an almost intolerable smell.
4: A freeze container which does not hold a prisoner will malfunction.
5-6: No event.
For each stage of the journey the referee should decide the actions of the two Cuchulain navy vessels assigned to the pursuit (equivalent to J4 close escorts) then establish the team's intentions. The team may be able to bluff their way out of any encounter if they change the ship's appearance after leaving Cuchulain. If the ship takes damage an additional weeks event roll should be made. The team must also deal with the customs and other authorities of all the worlds visited en route.

Some modules and expansion sets are independently reviewed.

Open Box...

THE SHADOWS OF YOG SOTHOTH
Chaosium Inc **£7.95**

The *Shadows of Yog-Sothoth* is the first scenario pack released by *Chaosium* for *Call of Cthulhu*. It features a campaign that takes the player around the world and ultimately has its climax at the lair of Great Cthulhu himself, and is presented in the form of seven episodic adventures which build upon each other to generate the atmosphere of paranoia so prevalent in Lovecraft's stories. However, if you do not have the time to treat the scenarios as a campaign (seven to ten full evenings to play), with a few minor adjustments each episode can easily be converted into a self-contained adventure. The *Shadows of Yog-Sothoth* also contains two bonus scenarios and a listing of errata and additions for *Call of Cthulhu*.

The first of the bonus scenarios is for inexperienced players and involves research in Hungary into an obscure poet's life. The information provided is succinct and encourages players to use their research skills and interact with NPCs. The other scenario is for experienced players and if the Keeper has a good sense of atmosphere could be quite memorable. But I leave *you* to discover the grisly secrets of the Boucher Mansion...

The campaign game opens by introducing the players to a fraternal organisation known as the Hermetic Order of the Silver Twilight. Detailed information is provided on the Order's secret rituals and the various degrees its members aspire to, as well as plans and comprehensive notes on the building it occupies. The investigators are encouraged to join the lodge and should quickly learn that the order is not all it might appear, but to actually discover the secrets behind its masonic facade demands alert play. This scenario introduces three new spells *mind blast, make box* (a form of portal creation), and *steal life*. It also lays the seeds for two of the following adventures, a process repeated in each scenario, which helps to add coherency to the campaign.

The second scenario, aptly named *Look to the Future*, involves the players in an investigation of another branch of the Silver Twilight, and it is at this stage that they will begin to realise they are dealing with nothing less than an illuminati. *The Coven of Cannich* draws the players to Scotland and features an archaeological dig, a deserted house, some caverns, witches and some creatures; followers of R E Howard will instantly recognise it.

The fourth scenario takes the investigators to Hollywood when they are hired by a millionaire who is convinced that the set for 'The Prince of Babylon' in Devil's Canyon is haunted. It involves plenty of interaction between the players and the NPCs, some useful photographic equipment, and a new Lesser Servitor Race. Having finished this assignment, for better or worse, the scene changes to Maine where, whilst acquiring new information the players discover that the Silver Twilight is no longer prepared to tolerate their activities and the hunters become the hunted.

The action now takes on a rapid momentum, as the surviving investigators are summoned to Easter Island, armed with a fair knowledge of the Silver Twilight's nefarious intentions. The referee is provided with detailed notes on the island and an interesting 'alternative history', whilst the players have to negotiate the restrictions of the Chilean governor as well as trying to thwart the evil practices being perpetrated on the island. *The Watchers of Easter Island* introduces two new artifacts, an horrific weapon, and demands a high level of play if the investigators are to continue to the ultimate confrontation. The final episode is inspired by Lovecraft's classic *Call of Cthulhu* and involves the raising of R'yleh and...

All in all the *Shadows of Yog-Sothoth* is an excellent and masterly campaign that demands a high standard of play throughout. It is well presented (one feature is five pages of player-information which can be photocopied or pulled out to save the Keeper time) and carefully managed throughout, and it provides, I believe, the most exciting and satisfying adventure available on the market to date. It might seem expensive but it is worth every penny.

Presentation:	**9**	**Enjoyment:**	**10**
Playability:	**9**	**Complexity:**	**9**
Skill:	**9**	**Overall:**	**10**

Ian Bailey

ILLUMINATI EXPANSION SETS 1 & 2
Steve Jackson Games **Each £4.95**

The organisation spanned three continents; its pawns included shopkeepers, reviewers, and innocent wargamers, but tonight the core of the conspiracy was in session. Tonight, the Testers met under the cold eye of the Designer.

'Phase One is active, Ladies and Gentlemen. It will be a complete success. Now, therefore, we must consider Phase Two.'

'Excuse me, Designer, but how can we be, uh, certain of Phase One's, uh, success?' Few present could decide if the speaker was brave or simply foolish; some thought both. The Designer, however, seemed in a tolerant humour tonight.

'Success is certain. Firstly, David Martin has produced us an excellent piece of box art; few eyes will not be caught by it. Secondly, the concept is certain to appeal to anyone with a pet dislike or a shred of cheap cynicism. Thirdly, the game is, if I say so myself, reasonably good.'

The Designer barely paused before continuing. 'Phase Two will follow the traditional pattern. Two expansion sets will be released; we may be certain that our targets will purchase both, and so we need not bother to ensure that each is independently usable, or that full extension rules are included in both. Each, however, will require its own packaging, and each can include a catalogue of our future plans. Data on the new systems, groups, and activities involved in these expansions is in the files before you...'

For a while, the only sound was the rustle of documents. Then the Tester who had spoken before looked up. 'The American Autoduel Association? Might that not be construed as self-indulgence,

Designer?'

Silence hung in the air like nerve gas. At length, when all the Testers had closed their files, the Designer spoke again.

'I anticipate certain comments. The high proportion of Weird groups in this selection may shift balance in favour of the Discordian Society; so be it, balance is a secondary consideration here. We have, as yet, not acted on suggestions that we produce a British edition of the design; initial soundings suggest that the rampant Americanomania of our targets in that area makes that unnecessary. Are there any further questions?'

'One, Designer.' The speaker was a senior Tester. 'It has been pointed out that the notes released in Phase One failed to note the significance of Robert Shea, co-author of the original novels. This was doubtless deliberate, but should we not prepare for trouble from Shea?'

The Designer's mouth may even have quirked at the corners then, but it is unlikely. 'Trouble? Shea is an opportunist. We have actually induced him to write an introduction to Expansion Set 1.'

The Designer paused. 'Very well, ladies and gentlemen; all is set. Thank you for your diligence in this project. You will be notified of your next tasks in due time.'

With that dismissal, he fell silent. The Testers rose and trooped out of the room, but for the one who had spoken twice; his chair had, for some minutes,

been quietly secreting a fast-setting epoxy resin.

	Expansion Set 1	Expansion Set 2
Presentation	7	7
Rules	6	5
Playability	7	7
Enjoyment	6	7
Skill	6	6
Complexity	6	6
Overall	6	6

Phil Masters

DUNGEON & DRAGONS
ENDLESS QUEST BOOKS

Revolt of the Dwarves	**95p**
Revenge of the Rainbow Dragons	**95p**

TSR Inc

These books continue the series of *TSR* multiple-choice stories for younger readers, presenting a decision every three or four pages of text. Since they do not use *D&D* rules, but simply tell the reader what happens after a choice, they are of limited use to experienced players. With this in mind, these reviews are based on internal logic, fairness, ingenuity, and enjoyability for the intended age group.

Revolt of the Dwarves sends Galen, an untrained boy, on a desperate attempt to rescue his parents from a revolting (in every sense of the word) dwarven army, and to warn the local ruler that they are about to seize his kingdom. There are a wide variety of environments in the story and many possible outcomes, roughly half of them being some sort of failure. Only one of the outcomes resolves all the problems of the story, by allowing the hero to stop the war and rescue his parents with the minimum of bloodshed. Good features were a reasonably long decision chain before each ending, and the chance to explore many different areas. The worse feature was a nauseatingly cute puppy called 'Woofy' (who naturally rescues his master on several occasions) who is a hot favourite for the Dorothy Parket 'fwowing up' award. Despite their racial origins the dwarves, when encountered, seem little more than caricatures of humans. In spite of these flaws it is an interesting adventure and will probably provide several hours amusement.

Revenge of the Rainbow Dragons is a sequel to one of the earlier books, *Pillars of Pentegarn*, and involves its hero and two cute talking animals in a duel between powerful wizards. Most of the action takes place inside or under a castle, but there is also the possibility of a diversion to the Elemental Plane of Air or to Limbo. One of the routes through this story poses a simple IQ test which is most readily solved by cutting up the page and matching various counters – since this is actually suggested in the text, anyone giving the book as a present might be advised to add a couple of photocopies of the page if they don't want to see it mutilated. The story is fairly complex but there is more of a tendency for plot lines to converge than in most books of the series, so that some decisions are ultimately meaningless.

Neither book will set the gaming world alight, but both are suited to their audience and give good value for money. Like most players I'm still waiting for some genuine solo adventures from *TSR*.

Overall:

Revolt of the Dwarves	**5**
Revenge of the Rainbow Dragons	**5**

Marcus L Rowland

DUNGEON MODULES

S4 The Lost Caverns of Tsojcanth	**£5.50**
WG4 The Forgotten Temple Of Tharizdun	**£4.50**
N1 Against The Cult Of The Reptile God	**£3.95**
U2 Danger At Dunwater	**£3.95**

TSR Inc

After what appears to have been a long break from design work Gary Gygax is back! As well as finding time to work on the 6th *AD&D* volume with its new character classes, monsters and magic, Gary has produced two modules. Like the majority of his previous modules they are for high level characters; 5th-10th for *WG4 The Forgotten Temple Of Tharizdun* and 6th-10th level for *S4 The Lost Caverns Of Tsojcanth*. Designed to challenge high level parties they are consequently very tough.

The Arch-mage Iggwilv perished long ago leaving her greatest treasures hidden under heavy guard in the Lost Caverns Of Tsojcanth. Many have searched for the caverns only to be beaten back by the ferocious monsters that lair high in the mountains. The importance of good play is stressed in the introduction, to play otherwise will bring a quick end to the adventure. The rewards of good play are, however, high-powerful magic to gain and the satisfaction of successfully completing a difficult adventure.

S4 also contains an additional 32 page booklet with over 30 new monsters and a smattering of new magic. Not all the monsters are for use in the module (giving DMs plenty of scope to spice up other adventures) magical diagrams are also given an in depth treatment detailing their creation and effectiveness.

Not far from the Caverns lies the *Forgotten Temple Of Tharizdun* which can be used with *S4* or on its own. Following a band of marauding Norkers the Temple is discovered. The Temple is brought to life excellently and contains plenty for players to think about, gaining entry requires good tactical play and an imaginative approach is needed to fathom out the Temple's hidden secrets. The story does not end here either, a future work is promised to develop the plot further.

Lower level adventurers are not forgotten in *N1 Against The Reptile God*, for 1st-3rd level characters. Arriving in the village of Orlane the players are met with mixed reactions, some villagers are friendly, some distant while others are very suspicious and guarded. Something is definitely amiss and the players have to find out what. Having done so they are in for a very hard time as the action quickly develops into a life and death struggle against the Cult. The village is well laid out requiring players to interact with the populace in order to piece together the various clues.

U2 Danger at Dunwater continues the adventure started in *U1 The Sinister Secret Of Saltmarsh*. For 2nd-4th level characters and players who enjoy a mental challenge. Players who attack everything they meet will find the adventure entertaining but will not realise its full potential. Those who do not overlook obvious clues will realise that there is something more afoot here than immediately meets the eye. A lot of thought has gone into this module, monsters are not there to be slain, they have personalities and feelings which come across very well. *U3 The Final Enemy* is scheduled for release later this year and it promises to be an exciting conclusion to the series.

At one time modules were scarce, beginners had recourse only to high level ones for aid and inspiration. Happily this is no longer the case, both *N1* and *U2* prove that low level adventures are just as interesting and exciting as their high level counterparts. Players who have scaled the heights have *S4* and *WG4* to test themselves in, those who have risen too fast will find them very difficult, but those who have earned their levels are in for some very memorable adventures.

	S4	WG4	N1	U2
Presentation	9	7	9	9
Rules	9	-	-	-
Playability	9	9	9	9
Enjoyment	9	10	9	9
Skill	9	9	7	7
Complexity	9	8	6	6
Overall	9	9	8	8

Jim Bambra

Critical Mass *is a regular book review column, written by Dave Langford. This issue, the latest Gene Wolfe novel.*

Wolfe at the Door

For reasons known best to itself the Book Marketing Council is having a big SF promotion this October. You may remember the Best of Young British Authors promotion earlier this year: this was estimated to have sold several hundred thousand extra books by relatively unknown authors whose careers got a much-needed boost. I predict that the SF promotion will *not* sell several hundred thousand extra SF books, since in a fit of what looks like cowardice the selection panel has picked far too many classics and bestsellers which have already reached saturation point for sales. I'm disappointed.

The books: *Helliconia Spring* (Aldiss), the *Foundation* trilogy (Asimov), *The Drowned World* (Ballard), *Timescape* (Benford), *No Enemy But Time* (Bishop), *Downbelow Station* (Cherryh), *2001* and *2010* (Clarke), *White Gold Wielder* (Donaldson), *The Stainless Steel Rat for President* (Harrison), *Dune* (Herbert), *Brave New World* (Huxley), *The Crystal Singer* (McCaffrey), *Dancers at the End of Time* (Moorcock), *The Mote in God's Eye* (Niven/Pournelle), *1984* (Orwell), *Majipoor Chronicles* (Silverberg), *The Citadel of the Autarch* (Wolfe), *The War of the Worlds* (Wells) and *The Day of the Triffids* (Wyndham).

Apparently the oldies had to be included because there wasn't enough contemporary SF in print which the publishers were prepared to back (at a cost of several hundred pounds per book) for the promotion. The number of British authors is still shameful for a British campaign – seven, and three of them dead. Some authors are unrepresented because their publishers don't belong to the Book Marketing Council (and would therefore get charged an extra 50% for the privilege of BMC publicity) or are just plain mean. Where are Britain's Bob Shaw, Ian Watson, Christopher Priest, Robert Holdstock, John Brunner, Richard Cowper, Garry Kilworth...? You may well ask.

One of the bright spots is that Gene Wolfe's *Book of the New Sun* tetralogy will get more attention. The final book *The Citadel of the Autarch* was recently published by *Sidgwick and Jackson* (317pp £8.95) and will appear as a paperback from *Arrow* in – what a coincidence – October. Gene Wolfe himself will also be visiting Britain around then, and appearing as guest of honour at the hastily scheduled Fantasycon VIII in Birmingham. More of this later.

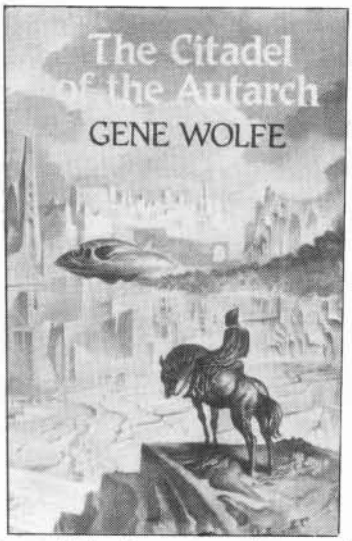
At last I've been able to read the whole of *The Book of the New Sun* in sequence, and the experience is recommended. The first three books, in print as both *S&J* hardbooks and *Arrow* paperbacks, are *The Shadows of the Torturer, The Claw of the Conciliator* and *The Sword of the Lictor*. The four together are the best thing in far-future 'science fantasy' since Jack Vance's *The Dying Earth*.

The story seems quite a simple and rambling one. Severian is an apprentice – later a journeyman – in the Order of the Seekers for Truth and Penitence, better known as the guild of torturers. Guild headquarters is one of the ancient towers comprising the Citadel of the Autarch of the Commonwealth... and the unimaginable remoteness of the story's future comes slowly into focus as you realize that this tower has bulkheads, round windows and a long-disused propulsion chamber; that an ancient painting in the nearby Library shows a knight with a golden visor standing in stony desert, Earth visible in the sky behind him; that the operating principle of the most hallowed of all the Guild's torture machines is so nearly forgotten that the nearest word anyone can manage is 'lightning'...

Severian is a torturer. A lesser writer would instantly supply him with a twentieth-century liberal conscience: not Wolfe. When through half-unwilling emotional involvement he eases the death of a 'client', he feels himself a traitor to his guild and meekly sets off into exile, paying his way en route by 'practising the mystery of his craft' (hiring out as public executioner). There are encounters, fights, giants, subhumans, robots, alien 'cacogens', monstrous pursuing beasts, appalling rites, a magic gem (the Claw), interstellar travel via mirrors, a war in which things called lances and spears are high-tech energy weapons – and a curious fate which from the beginning is guiding Severian towards the throne of the Autarch.

From that summary, it could be terrible. Instead I think it's extremely good: marvellously written, with a feel for language which Stephen Donaldson would have done well to imitate. Unlike Donaldson's, Wolfe's obscure words lurk unobtrusively until they seem both familiar and – thanks to their careful planting in context – meaningful. Wolfe's real obscurities are kept out in the open, nothing up his sleeve: occasionally he describes an event with piercing clarity and you still don't know what's happening. But read the books in sequence and almost all becomes plain; the first two in particular feature highly enigmatic events towards their ends, light being cast on each mystery if you carry straight on into the next volume.

The Book of the New Sun isn't perfect – some of the last book's revelations about the New Sun itself are less earth-shattering than one would hope, and a few minor points stay annoyingly opaque to the end. But its style, wit, inventiveness and fresh atmosphere set it far above today's endless output of fantasy novels which read like fictionalizations of mediocre *D&D* campaigns. It'll do until perfection comes along.



After which, I've not much room left. Diana Wynne Jones's *The Magicians of Caprona* (*Beaver* 191pp £1.25) can be found in paperback on the "children's" shelves: though not her best book (try *The Spellcoats*), this shows that Jones, like Wolfe, can write fantasy without getting bogged down in all the old genre clichés. Set in the same parallel-world-where-magic-works as her popular *Charmed Life*, it features pleasantly dotty goings-on in an Italian city-state whose principal magician families are busily playing Montagues and Capulets to considerable comic effect... Fun.

Two issues ago I mentioned that Isaac Asimov had promised to come to Britain as guest at our 1984 national convention. It seems he has now decided that his time would be far more profitably spent writing another novel, and the search for a new guest is under way... *The Sun Shines Bright* (*Avon/Discus* 242pp $2.95) is not a novel but yet another collection, the fifteenth, of Asimov's slightly too regular columns from *Fantasy and Science Fiction*. Each essay presents some interesting insight or viewpoint, usually scientific; most of them, alas, are padded and smothered with great wads of facts, statistics and numbers in general, the result being relatively dull. When Big Ike descended to several fascinating pages listing the largest cities in (a) the world and (b) the United States which start with each letter of the alphabet from A to Z, I found myself beginning to snore. For Asimov completists, and insomniacs.

Books received which I haven't yet had time to read properly: *The Prometheus Man* by Ray Faraday Nelson (*Starblaze* 233pp $5.95) was runner-up for the first Philip Dick memorial award (the winner was Rudy Rucker's *Software*, mentioned in a previous column), and Dick himself earlier remarked "Mind bending... this is what real science fiction is all about" – though you can't believe *every* plug printed on the back of a book. *Hello America* by J G Ballard (*Granada* 236pp £1.50) is the first paperback appearance of this 1981 novel by our own home-grown Master, and seems considerably more accessible than works like *The Atrocity Exhibition* which managed to put so many readers off Ballard. *The Citadel of Steve Jackson* and *The Forest of Ian Livingstone* are absolutely (*That's enough books – Ed*).□

True Sight

Realism in D&D and other Fantasy Role-Playing Games by Lewis Pulsipher

Some well-known gamers and designers would have us believe that 'realism' has no place in fantasy role-playing (FRP) because, by definition, a fantasy is unreal. At the other extreme are gamers who believe that role-playing games (RPG) must rigorously reflect reality, even to the extent of adhering strictly to medieval European tradition. But for many serious players the demarcation between the 'right' and 'wrong' of realism is the believability of the campaign as a whole. In some ways playing a FRPG is like participating in a living novel. If the campaign is less believable than the typical heroic fantasy novel, the player's illusion of living in another world is broken and the game loses much of its appeal. Of course, there are players who will accept almost anything for a laugh, but in my experience the average player gets bored with an 'anything can happen' style if he plays it frequently. Those who say that 'anything can happen because it's fantasy' ignore the underpinnings of epic fantasy – most of it must be familiar and all of it self-consistent, or we cannot suspend our disbelief and enjoy it.

Three characteristics combine to make a FRP campaign believable. These are familiarity, self-consistency, and completeness. Familiarity is attained by incorporating elements from our own world, past or present, into the fantasy world. To be self-consistent, each facet of the campaign must fit or mesh with each other, like cogs in a gear, since every part of the world affects every other part. Completeness comes from preparing each area or institution of the world which might affect the player characters.

Familiarity is built into every FRPG to some extent. Humans are usually assumed to be the dominant race, just as on our mundane earth. In categories not involving magic the characters are capable of amazing feats, but no more than we have heard of in our own history. For example, the super-strong fighter merely reminds us of the mother who picks up the end of an auto to save her trapped son. But beyond this, most FRPGs assume a medieval European background of knights, nobles, and castles. The romance associated with castles makes them worth using to establish a familiar feel, even though they would be poor defensive works against magic using attackers who can go up, over, or through walls. The point is that familiar objects and institutions – such as a titled nobility – help make the game believable, even when other details of the game imply that such familiar things should not exist in this particular world. If too much is changed, many players just can't 'get into' the game because they can't be comfortable with the atmosphere or feel of the world.

Overfamiliarity can also harm the game. Many gamesmasters use real-world religions such as Christianity, Mohammedism, and Hinduism in their fantasy worlds. To me, at least, this is a jarring reminder of our mundane world, not a comfortingly familiar background to a magical alternative. Similarly, the use of mundane names for characters (I've known too many Freds...) and mundane nationalities (French, Japanese, Mexican, etc) detracts from the authenticity of the fantasy atmosphere – it's too much like reading the daily newspaper.

At some point the need for self-consistency overrides the advantages of familiarity. If there are too many contradictions, such as the presence of above-ground castles and powerful offensive magic in the same place, the world becomes too distorted to be believable. Questions about such contradictions get in the way of the adventure. A well-known contradiction which used to bother *D&D* players was the very low cost of everyday goods compared with the very large treasures found in the hands of stupid monsters. How could the monsters have all this money – or had it, until the adventurers took it from them? To some extent this contradiction has been reconciled in *AD&D*, and other games treasures are much smaller so as to match the overall level of poverty in the world.

A more subtle source of contradiction stems from the adventurers' good fortune. If it is relatively easy to advance in level and become wealthy then isn't it necessary to assume that other persons have done likewise? Consequently there should be many high-level adventurers in the world, with all that implies. Looking from the other side, if every barkeeper and storekeeper in town is an X level adventurer it must be ridiculously easy to rise up the ladder of success. Otherwise such persons would find more lucrative occupations when they quit 'trashing for treasure'. If the players find themselves having a harder, or easier, time of adventuring than the social environment leads them to expect they may begin to lose their belief in the world.

Completeness should be built up gradually. First the village or town where the adventurers live, and the area around it, can be roughed out. It is easy enough for the gamesmaster to avoid committing himself to too much at this point. As the game progresses away from simple exploration of a 'dungeon' or other local place of adventure the gamesmaster can add other areas and begin to determine the social and institutional aspects of the world. Political and social history, culture and religion, political institutions, the economy, even ecology must be considered, and each part must not contradict another. If orcs breed like flies, why haven't they wiped out humans or forced them into hiding (political history?). If several races co-exist peacefully, how have they managed to do so (social history)? If monsters infest nearby lands (ecology), where and how do inhabitants obtain food (economics)? What do people want to accomplish during their lives (culture and religion)? These and many other questions must be answered, preferably before the players ask them. On the other hand, if you get bogged down in realistic detail you may add little to the campaign while opening the way for more and more contradictions.

The more experienced your players become, the more you must concern yourself with believability. If you consider familiarity, self-consistency, and completeness as you construct and revise your world you'll satisfy the players and avoid time-wasting questions and arguments.□

Counterpoint *is* White Dwarf's *new bi-monthly boardgame column, to concentrate mostly on fantasy and science fiction boardgames, written by Charles Vasey.*

Detective in Sanctuary

The boardgame wing of fantasy and science fiction gaming is something which has steadily lost ground to the FRP hordes since the early Seventies when I saw my first *D&D* game. If they have lost some turf to the role-players (or roll-players as they so often seem) they have managed to stomp all over wargames. Whether the latter is a matter of perceived fact or simply the result of the manufacturers' beliefs, the end result has been that many boardgames now exist dedicated to the twin subjects. *Counterpoint* is here to serve as a news and reviews column without straying into the more specialised areas of the other regular features of *White Dwarf*, like *Open Box*.

According to saucy Tamlyn of *I'm A Genie*, I am widely known as a man who loathes FRPs. Stuff and nonsense my fine bucko. I have played several of that ilk and one, *Call of Cthulhu*, with regularity. I am perhaps best known as a wargames reviewer for *Military Modelling*, publisher of *Perfidious Albion*, one of the most infrequent magazines known to this hobby, and a contributor to and occasionally contributing editor of several US magazines past and present. Even if it were so that I loathe the subject, the most notable feature of all my work is that I have been reviewing games in print since before 1975 and that has included a very great many games that failed to interest or amuse me. Yet I hope I have still managed to do a good journalist's job. In fact I have been playing fantasy games for many a long year possessing one of the first *White Bear*'s to reach this country. When Ian Livingstone asked me to contribute this column it gave me cause to think back to the days before Greg Stafford when most fantasy games were just *Afrika Korps* with dragons (and most wargames were just *Afrika Korps* with different uniforms). Things have certainly improved since then until the point where the artwork standards of fantasy gaming reached down and grabbed wargame artwork by the neck and hoicked it upwards. Which leads me conveniently into some thoughts on a recent game.

Sanctuary is published by *Mayfair Games* who neatly illustrate the way the wargame hobby has been allowed to drag behind the fantasy. *Mayfair*'s early works included such bummers as *Sheridan's Ride* and the dyslexic *Translyvania*. The artwork was bad and the rules fairly standard stuff. They did show a brief burst of skill in *Richard the Lionheart* which is unfinished but possessed of a fierce pride and some measure of panache. Their *Falklands War* game got our publishers into hot water with the gaulieters of the Right. *Sanctuary* is immediately different, the cover is a startling piece of work by Walter Velex who did the excellent *Thieves World* illustration for *The Chaosium*. Inside the box the artwork is less good but full of feeling. The map is a very fine six piece board which joins in jigsaw fashion that gets rid of all those problems of map folds. When I remarked on the better production standards of this game as compared to its predecessors to Andy Davidson he remarked that it was a fantasy game and this meant the customers expected something reasonable. If that is so then it's time for the wargamers to lobby their manufacturers!

The jigsaw map contains a simplified map of Sanctuary, the site of the *Thieves' World* books. These, in case you forgot, (or like me never knew) are anthologies of stories set in Sanctuary written by the greater and lesser SF/fantasy writers. When I purchased a copy of one recently to see what was what, I found it somewhat weak sub-Tolkien-meets-Lieber and frankly not really my cup of tea. Indeed, if *Thieves' World* can succeed, then almost any body of fantasy writing can, so why have we not had a *Corum* game eh? If the writers will never challenge Gunther Grass, they do manage to give that 'authentic' American blend of fantasy that is where *D&D* has grown. The whole subject is a natch for a game.

The players have a choice of three games. The solitaire featuring the player as the Prince hunting down criminals. The basic with the players being the criminals and the police. The Advanced is a different system yet again. I agree very much with Andy Davidson's suggestion of playing the basic game with as many of the Advanced optional features as can be absorbed. Bright and bouncy, it reminds me a little of one of the dafter games which still retains my loyalty – *Heads & Feds* a junk game of dope dealing. I should add, mega-points here, you get little silvery coins to play with in the game just like at play-school!

A bit different and possibly questionable as a topic for this column is *Sleuth Publications'* game *Consulting Detective*. I think Sherlock Holmes is just as much a fantasy subject as any of the Pixie People. Be that as it may, this is an excellent game with the splendid illustrations of Sidney Paget. The game is played on a large map of central London which has been divided up into clue-points (which approximate to city blocks). These are the locations to which you as the detective go to meet the dramatis personae of your case. The game posits that the street urchins that Holmes employed have grown up and now he needs you and the rest to take the weight of some easier cases.

You begin each case by reading the case which is very much as if you were reading the real thing. Despite *Sleuth's* American nationality they manage pretty well to write English of the period; the occasional slip can be forgiven as can the occasional drift towards Chandler in the first case which I have played. The case description will leave you with a series of names which can be checked against the Directory provided with the game. This is extremely extensive and even included a William Vasey (named after the American botanist?)! As an introduction Holmes gives a lecture directing you to the various extra sources of information in Victorian London like the Public Records Office and the main mortuary. On selecting your clue-point and moving there you read the resulting events in the Clue Book. These are just the right mixture of clues and red herrings. There is, I think, a problem in that all the clues are printed next to each other and your eyes may stray (quite inadvertently I am sure) over other clues. I suggest you get some innocent to xerox the clue points and then cut and paste these separately on sheets of paper.

At some point you will think you have the villain in which case you answer a series of questions in the quiz book, and score accordingly. The quiz book prevents you from merely guessing the villain as you must also know a good deal more than that before you can say 'Book him Danno, murder one!' The number of clue-points you had to visit is then compared to Holmes' supposed total (and I bet you he never could have done it so quickly, said he bitterly) and monkeyed around with to give you a score. This allows you to race against other players and against the Great Man.

The schema is simple and is simply enjoyable problem solving. Having only played one game I was impressed and felt the game was worth the £20 I paid for it. *Sleuth* have no agent in this country unless *Games Workshop* can be bullied into it. You could contact them at 2527 24th Street, San Francisco, CA 84110. The game suggests a whole range of enjoyable topics featuring the famous detectives of fiction. I should mention that in order to solve the crimes you should adopt Holmes' methods, I say no more.

The success of *Consulting Detective* reminds me of the success of *Call of Cthulhu* both being fixed in an era that appears less amenable to fantasy than it has proved to be. Anyone who has played the splendid *Shadows of Yog-Sothoth* will know how evocative the game can be; one almost expects to find the man with his little finger missing and Richard Hannay escaping into the mists. The moral certainties of that period's fiction are sufficient to give the subject the edge of fantasy whilst remaining true enough to the life we live nowadays to be 'believable'. Remember always that unless you can believe it and empathise with the characters you cannot role-play. *Sleuth Publications* are promising further supplements including a Murder at a Mansion in Kennington. Kennington? You some kinda wise guy?

Next issue I hope to review *Titan* and *Dragonhunt* with a look at *City of Sorcerors* and *Wizards* in the future. I would also like to do some features on Science Fiction games (like where are they?) and on the games that have featured the work of various authors. Until then, the game's afoot Watson...□

DEALING WITH DEMONS

Demonology in RuneQuest

Part I: Demon Magic

by Dave Morris

This is the first in a short series about demons in RuneQuest. *This installment covers the rituals and devices used when* Dealing with Demons. *The next two in the series will be the names and stats of the lesser and greater demons. This series will be an official part of* Games Workshop's Questworld *pack. It is not, however, an official addition to Chaosium's Glorantha. It should also prove easy to convert this article for use with most FRPGs.*

Demon. To the superstitious this is any obviously powerful supernatural being. The word is even used to describe unusual Chaotic creatures or the less familiar elementals. In the precise sense, however, a demon is any being which lives on another plane of existence and is capable of acquiring a physical presence in the world (by this definition, the Ancients of Theelar, *Games Workshop*'s own *Questworld* continent, sometimes refer to the Invader Race from Glorantha as demons. This usage is valid, if extreme). Note that it must originate on a plane which *to the demon* itself constitutes physical reality. The spirit plane does not qualify, so embodied spirits such as dervishes (or elementals) are not true demons.

A couple of the simpler demonic types have already appeared in *RuneQuest* sources. The demons of *Wyrms Footnotes 10* are Chaotics with material form but no POW – they cannot use magic, nor are they affected by it. One of these appears in *Chaosium's Questworld*. A very different type of demon is to be found in the Munchrooms scenario of *Trollpak*. These know *all* battle magic spells and are extraordinary in having POW, hit points and armour all equal and interdependent. They seem to be tied to the Darkness Rune, without allegiance to Law or Chaos.

It is fairly well known that the demonic hierarchy consists of sundry demon races ruled by ascending ranks of nobility up to the demon princes, each of whom may reign over several different planes of existence. The demonic types of *Wyrms Footnotes* and the Munchrooms fall into the first group, while the demons who rule them are all unique beings of much more fearsome power.

The categorization and study of the many demonic types forms the *Demonology* skill – a Knowledge skill with a base score of 0%. Familiarity with this skill means that the character knows something of the interrelationships, powers and Runic associations of the various demons. From this he may be able to infer their weaknesses – if any. The Demonology skill does not include summoning techniques or other magics, although it is useful to know something about demons before you start trying to summon them.

The Pentacle of Protection

In case a demon turns out to be hostile, the *Pentacle of Protection* is a useful defence for the summoner. The Pentacle must be drawn out with various substances on some hard surface around the summoner. This takes several minutes and so must be prepared before the Ritual of Summoning is begun. When the Pentacle is complete, the summoner casts a point of battle magic POW into it, thus activating it for the next hour. So long as another point is cast into the design before the hour has passed it will remain active. Once the Pentacle's power is allowed to lapse, the design smoulders away into fine ash.

A hostile demon cannot cast spells into nor enter an active Pentacle. Neither can it use summoned minions of its own to attack the summoner. There are minor design differences between Pentacles according to the type of demon the Pentacle is intended to ward against. If the wrong demon materializes, the Pentacle is useless.

It takes only a few hours to learn to draw a Pentacle. Treat this as a skill with a base score of 70%, adjusted for characteristics as follows:

	01-04	*05-08*	*09-12*	*13-16*	*17-20*	*Each +4*
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-05%				+05%	+05%

Increase in the Draw Pentacle skill is by experience only. Remember that the ▷

summoner won't know whether he has drawn out the Pentacle correctly until a hostile demon tries to violate it. Also, one Pentacle cannot be drawn inside another, so characters cannot 'double their insurance' that way.

Pentacles are not the summoner's *last* line of defence, by any means. Common sense and a good grounding in Demonology can provide a beleaguered summoner with further wards (special herbs, words and Runes that the demon will retreat from, etc) to slow an enemy demon's attack until it can be dispelled.

The Ritual of Summoning

Obviously, summoning is the form of magic most people would think of in connection with Demonology. The *Ritual of Summoning* is a skill which can be practiced by anyone with POW of at least 10 and DEX and INT both 12 or more. It has a base score of 0%, modified thus:

	09-12	*13-16*	*17-20*	*Each +4*
INT		+05%	+10%	+05%
POW	-05%		+05%	+05%
DEX			+05%	+05%

The Ritual of Summoning takes three full turns (fifteen minutes) to perform and requires several rare components such as incense, chalks, paints and certain powders and distillations. These components are used up in the Ritual and must be prepared for each summoning, at a cost of 2d4 x 10L. As the evocator completes the incantations he rolls against his Ritual of Summoning skill to see whether the demon appears. Many demons have an innate resistance to summoning which acts as a negative modifier to the character's chance of success. Critical and fumble rolls usually have no special significance, except that on a roll of 00 some other demon than the one intended will appear!

Bringing the demon into being causes a terrible drain on the summoner's life force – at the moment of completing the Ritual he loses 1d3 points of CON, later recovering at the rate of one point per week. Once the demon has been evoked, it remains on this plane of existence for 1-4 hours and then fades back to its own world. Only the Ritual of Binding will prevent this.

Simply evoking a demon does not give the summoner any control over it, and if he does not use Binding he will have to bargain for its services. Consult the response table in Appendix J of the *RuneQuest* rulebook. A demon which takes an active dislike to its summoner will attempt to kill him; if thwarted in this (by a Pentacle of Protection, for example, or if the summoner is obviously too powerful) it will depart. A moderate response indicates that the demon is prepared to serve, but may drive a hard bargain; if offered significantly less than it would normally expect, it may become enraged (check response again at -10) and attack. A friendly demon will probably settle for a deal close to the summoner's first offer, as long as this is not wildly short of its expectations. In the case of NPCs, Bargaining rolls can be used; if the summoner is a player-character, however, then the Referee should take the demon's rôle and haggle.

Once the deal has been agreed and the demon has received its payment, the summoner must say, 'Here then are my wishes...' and go on to describe the service he wants the demon to perform. This must be concisely and carefully worded – demons are adept at twisting the meaning of a casual phrase and at following the letter of an agreement in order to discommode their summoner. The demon will then embark on the task set and continue until it has done what was asked of it or until the time limit on its summoning runs out – whichever comes first. Demons are typically quite happy to undertake suicidal missions because the destruction of their physical form only returns them prematurely to their own plane. If the demon's spirit or freedom of action is endangered, however, it will become considerably less enthusiastic about completing the task set. If it voluntarily backs out of an agreement, the demon must return 90% of its payment to the summoner.

The lesser demons are usually called upon to kill, spy or steal in their evocator's service. Although the demons may have special skills which make them excellent for such activities, it is after all much the same sort of thing for which common thugs or mercenaries might be hired. Demon lords and princes will not stoop to menial annihilations and the like, but may be persuaded to use their grand supernatural forces – sometimes to the summoner's lasting benefit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might ask in return, will be described in the second part of this article, next issue.

Slowly, the misty shape coalesced before him, it's hideously powerful form already becoming apparent. 'By the Runes! The Pentacle, it's... aaaaargh'.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the summoner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner rolls to see if his attempt is successful – if so, the demon immediately vanishes. The character's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only *one* attempt at banishment can be made – if that fails, other means must be used to destroy the demon.

A character skilled in demon magic will also be able to use banishment against a demon summoned by someone else. In this case, the chance of dispelling the demon is *half* what the character's chance of summoning that demon would be. As before, the character has only one chance to make the banish roll.

The Ritual of Binding

Binding eliminates the necessity of bargaining with a demon but it has its drawbacks in that attempting to bind a demon without its consent will certainly enrage it. The *Ritual of Binding* takes only one Melee Round to perform, but to stand even a chance of success the caster must expend battle magic POW at least equal to the demon's own POW. (The caster can spread the load over all his bound spirits and POW storage crystals if necessary.) These POW points are committed without the character knowing the demon's exact POW, of course. It is a good idea to overestimate.

The Ritual of Binding is a Knowledge skill with a base score of 0%. If the character makes his roll in this skill then the demon is bound in his service. Instead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon cannot directly harm the one who bound it, nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obey all my future commands' or 'Serve me loyally' are not effective, and immediately free the demon if tried. That is, the command must specify particular services and actions rather than establishing conditions or attitudes for future behaviour.

Bound demons are *not* like bound spirits in any way – the binder cannot see through their eyes, nor can he use their INT and POW for spell purposes. A character cannot have more than seven demons bound on this plane at one time; if he tries to bind an eighth, *all* are freed.

Some demons have a resistance to binding, which works like Defence against the binding Attack. With enough POW (and guts!) a character could try binding a demon lord, but the resistance of these creatures is often 80% or more.

Binding can in some cases be to the demon's advantage. It may want permanent residence on this plane. Demon lords invariably desire to return to their realms as soon as possible, but some of the lesser demons lead a difficult existence in their own world and would prefer being bound to this plane. The problem is one of trust – there is nothing to prevent a summoner from agreeing to bind a demon 'as a favour' and then giving it any order he likes. There is thus only about a 1% chance of a demon asking to be bound – if you then actually keep your word and bind it without giving it a command, you will have that demon's eternal gratitude.

The Pact of the Dark Companion

After successfully bargaining with a demon its summoner can, instead of requesting a service, offer the *Pact of the Dark Companion*. This applies only to lesser demons – demon lords will not even consider making the Pact with any except the mightiest human Heroes.

For the demon to accept, the referee must roll an 'extremely friendly' reaction on the response table. The Pact is then sealed in any of several revolting ways, the result of which is that the evocator gives the demon some of his own life and soul; his POW and CON both drop▷

SUMMONING SUMMARY
NO WAY — THAT'S DISGUSTING..
WHY NOT?
You could offer it the Pact of the Dark Companion – only with a lesser demon, mind.
Draw a Pentacle.
Activate the Pentacle (1 POW point), then roll Ritual of Summoning. If demon is summoned, lose 1d3 Con.
You may find the need to banish the demon.
GET OUT!
OKAY! OKAY! YOU CAN HAVE ALL SIX LUNARS...
Try bargaining – go for a good deal, but don't upset the demon...
THIS BIT'S WRONG FOR A START!
Is the demon hostile? Roll to see if you drew the Pentacle right.
BINDING!!! HAH! HAH! HAH!
OOPS..
You could try the Ritual of Binding. Match the demon's POW first. If you fail the demon will get nasty.
O.K. BOSS.
GO KILL AUNTIE.
Bargained successfully? – set it a service.
SO YOU'RE QUITE SURE YOU DON'T MIND GARLIC?
Got through the Pentacle? How good was your preliminary research?
... AND THEN STOP ANYONE LEAVING BY THE CENTRE DOOR ON FRIDAYS. ... IS THAT MORE THAN THIRTEEN WORDS?
If you got the Binding right, give the demon an order.

▷permanently by 1 point. They can still be increased in the usual way, but species maximum for these characteristics is also reduced by one. After sealing the Pact, the evocator receives the demon's mark and the creature departs.

Thereafter, the evocator can call on his Dark Companion at any time. The normal summoning procedure is unnecessary. There is a 20% chance each round of calling the demon's name that it will hear and come to aid him. It will always serve to the best of its abilities, but cannot remain on this plane for a total of more than twenty-one Melee Rounds in a single day. If slain, it vanishes and cannot rematerialize that day.

The Dark Companion must slay at least one sentient being each month, as it feeds on the release of life-energy. If this is prevented it will end the Pact and then seek to slay the evocator before returning to its own world forever. The evocator can thus force a conclusion to the Pact by withholding victims – other methods are to try banishing the demon or else to destroy it in spirit combat.

A character can have only *one* Pact operating at any given time.

The Curse of Asterion

Also called the *Curse of Binding Energy*, this is a technique for dispelling a particular demon for all time. It is usable only once in a character's lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded – once when the noble Asterion employed it to save his daughter's life, the other when the lunatic mage Athat turned it against a demon lord in a moment of arrogant pique.

The Curse is learned by a character reaching 85% in Demonology. A fairly short phase, the Curse is only effective if the character follows through the complex logical arguments associated with it as he speaks the words of the Curse. A character using the Curse must thus roll INTx5 or less on percentile dice for it to work.

The procedure is as follows: the character must touch and grapple with the demon as he (or she) activates the Curse of Asterion. If successful, both the demon *and the character* disappear forever from this world. Are they both disintegrated by the power of the magic? Or transported to a dimension of their own where they battle on together throughout Eternity? The truth is unknowable.

Possessions

The *possession* spells are a group of enchantments for possessing people (usually the caster's companions) with the spirit-essence of a demon lord. The demon is *not* summoned by the spell. The effect of a *possession* is to enhance the recipients' fighting prowess or other skills. The exact effect varies according to the demon invoked.

Possession spells take five Melee Rounds to cast and have a duration of three full turns (fifteen minutes). Although they cost battle magic POW to cast, *possessions* do not have to be memorized within the caster's INT limit as battle magic spells must. Instead the caster must make his roll in the Cast Possession skill for the spell to work; if he fails, he loses half the POW cost of the spell to no effect. Cast Possession has a base score of 0% with these characteristic adjustments:

	01-04	*05-08*	*09-12*	*13-16*	*17-20*	*Each +4*
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
CHA	-05%				+05%	+05%

To cast a *possession* spell one must also have the talisman appropriate to the demon lord invoked – this may be a mask, wand, bell, gong, censer or one of several other items. The caster must prepare talismans for any demon lords he wishes to invoke, at a construction cost of 3-18L each. Alternatively, he can buy or otherwise obtain talismans prepared by another demonologist. The character must make his Demonology roll to see whether he has properly prepared a particular demonic talisman – *Cast Possession* will always fail if the talisman used is defective.

Three people are affected by a single casting of *possession*. To be affected they must be conscious but passive – the spell cannot be applied to a character in combat. *Possession* can be directed at subdued or *harmonized* enemies of the caster, but he must overcome their POW for the spell to take effect. Also, *possessions* do not give the caster control over the spell's recipients – the *possessed* characters retain their own normal aims and motives. However, they cannot under any circumstances harm the caster so long as he carries the proper talisman.

The average POW cost of a *possession* spell is some 12 points. Exact costs and effects will be laid out in the third part of this series.

Campaign notes

You cannot just walk into a Lankhor Mhy college and enrol in demon magic classes, obviously. Demonologists tend to be scarce and reclusive for several very good reasons. One is the fact that they occasionally indulge in human sacrifice and other odious practices. Another is the very high risk taken by the habitual summoner. Most telling of all, the priests of established temples consider demonology synonymous with demon worship, a threat to their own authority, and so the practice is universally frowned upon if not actually outlawed.

How then is a character to learn the demonic arts? There are two ways – either collect the rare books and study them or else seek out one of those reclusive Masters and convince him that he needs an apprentice. Both means may well be expensive, but the crucial factor in the character's study will be one of *time*. The Skills Table reflects this.□

Demon Magic Skills Table

Time (hours) for a 5% increase in ability

	05-25	*30-50*	*55-75*	*80-100*
Demonology	150	300	450	750
The Ritual of Summoning	75	150	250	450
The Ritual of Binding	100	200	400	600
Cast Possession	50	100	150	EXP
Draw Pentacle	(Increase by experience only)			

Next Issue – The Lesser Demons

Some combat resolution systems are fairly straightforward, others very intricate, but all hold up play just when you want to get on with the action. The first item in this issue's Microview *is a listing for the* Tunnels & Trolls *combat resolution procedure; the second is a description of the preliminary work required to implement a melee resolution program for* AD&D *-MWC.*

Microview *is a regular bi-monthly computer column, edited by Mike Costello.*

COMBAT RESOLUTION

For AD&D and T&T

TUNNELS & TROLLS COMBAT
by D G Evans

This *ZX81* program will work out *T&T* combat results. RUN the program, then press NEWLINE. The screen will clear leaving the cursor with an L in it. Now enter the number of dice that the delvers get between them. Press NEWLINE and the number typed will be replaced by the cursor. Now type in the total number of the delvers combat adds and press NEWLINE again. The same process is carried out for monsters. The screen will go blank while the dice are rolled, totalled up and the combat adds added. The totals are compared and the amount of hits the losers will have to take is calculated, which is then displayed on the screen. If the totals are level, 'a draw' is printed instead. The computer is now ready to accept the next set of dice and adds totals. Before the new combat results are printed the previous ones are erased from the screen. As a guide to how long you'll have to wait for the results, it takes the computer approximately ten seconds to roll and total one hundred dice.

```
5    RAND
10   INPUT A
20   INPUT B
30   LET E=0
40   FOR Z=1 TO A
50   LET E=(INT (RND*6)+1)+E
60   NEXT Z
70   LET E=E+B
80   INPUT C
90   INPUT D
100  LET F=0
110  FOR Z=1 TO C
120  LET F=(INT (RND*6)+1)+F
130  NEXT Z
140  LET F=F+D
150  LET G=E-F
160  LET H=F-E
170  CLS
180  If E>F THEN PRINT "MONSTERS
     TAKE";G;"HITS"
190  If E<F THEN PRINT "DELVERS
     TAKE";H;"HITS"
200  If E=F THEN PRINT "A DRAW"
210  GOTO 10
```

Notes: Lines 10 and 20 enter the delvers' dice and adds. Lines 40 to 60 roll and total the delvers' dice. Line 70 adds the delvers' dice total to their adds. Lines 80 and 90 enter the monsters's dice and adds. Lines 110 to 130 roll and total the monsters' dice. Line 140 adds this total to their combat adds. Line 150 subtracts the monsters' total from the delvers' total. Line 160 subtracts the delvers' total from the monsters' total. Line 170 clears the screen. Lines 180 and 190 compare the delvers' and monsters' totals and print who has to take hits and how many.

AD&D MELEES
by Noel Williams

One of the first programs I wrote was an attempt to banish all the charts, dice and cross-referencing from the dungeon during that most interesting of times, the melee. I've always found that I enjoy *AD&D* melees before they're fought, and afterwards, but not very much during, because all those lookup tables get in the way. If you use weapon modifications you might go through the following stages in calculating a single blow.

1. Find the weapon of the attacker.
2. Find the armour class of the defender.
3. Find the level of the attacker.
4. Look up the chance to hit for an attacker of that level.
5. Modify it by the weapon modification, for the defender's armour class.
6. Add any special modifications for magic weapons, potions of speed etc.
7. Throw 1d20.
8. If a 'hit', look up the appropriate hit dice.
9. Throw hit dice.
10. Look up weapon modification.
11. Add weapon modification to hit dice.
12. Subtract total from hit points of defender.
13. Is the defender ∅ HP or below?
14. End the combat or continue and repeat the process with roles reversed.

Fourteen separate stages.

Of course, the perceptive will realise that expert players will know many of these routines, so will not need to mechanically carry each one out. The particularly perceptive will see that what has been described above is a simple computer flowchart. All a program to calculate *AD&D* combat needs to do is carry out the above 14 stages in the right order. However, if you want to write such a program, you must decide (a) how much work you want to do during the execution of the program and (b) how much information you want the computer to give you as it progresses. At one extreme you could type all the character stats of your party at the beginning of the game, together with all the monsters they might encounter, and every time the opponents meet, the computer could work out the entire combat and simply give you a list of the killed and wounded at the end. Not much fun. At the other extreme, your program could be no more than a series of prompts, asking 'What is the chance of a level 3 thief hitting AC5?', and telling you 'Now throw 1d20 and tell me the result' etc, in which case you're still doing all the lookup work, and the computer is simply a prompting calculator. Also rather lacking in fun.

The happy medium takes each of the stages in the above flowchart, puts all the relevant general lookup tables in the computer, and simply prompts the player at each stage with a request for individual information. So it will 'know' what chance a 3rd level thief has of hitting AC5, but it has to ask you for the level and class of your character. In this way, the player carries out stages 1, 2, 3 by consulting his character sheet, the DM does stage 6 by looking at his scenario and the computer does the rest. If you actually want to do all the dice throwing, you can, but the computer is quicker, and can display all the information for you, such as:

> 'A third level thief needs 18 to hit AC5
> with a dagger.
> You throw 12.
> Hard luck, a miss!'

Nor do you need to put all the tabular information into arrays as several of the calculations are reducible to formulae. For example, the attack matrix for clerics is base 12 plus 1 for each armour class of the opponent below 10, and minus 2 for every three levels of the cleric.

Such a program is simplicity itself to write as you merely follow the game flowchart, and saves so much time, tedium and litter during play that it's well worth the effort. Now that it no longer takes 45 minutes to calculate the effects of 1 minute's game action, I actually enjoy being killed. Well, almost.□

This article is the third in the series of six describing Irilian: a small AD&D *town. It covers the north-east quarter and gives the third instalment of the scenario series,* The Rising of the Dark, *which continues directly from Part 2. DMs may wish the paladins from the Abbeie, Serial and Ankos (Part 2) and/or the Chantrman (Part 1) to join the party to provide advice and assistance. See Part 1 [WD42] for the glossary and nomenclature key. Those areas not fully described will be completed in later episodes.*

IRILIAN

A Complete AD&D City by Daniel Collerton
Part 3: 3 Riht Khalkedon Weard

X1 3 Riht Khalkedon Weard (I3). ST 2, N1 2, N2 1, CN CO. The house appears derelict and deserted. All ground floor openings are bricked up and upper storey windows are boarded over. However, anyone making a successful *Locate Secret Doors* roll will notice a loose section of board on the back door, easily removed to reveal a new well-oiled lock. Opening the lock, unless a successful *Remove Traps* roll is made, will sound a bell in the cellar.

Inside, the feeling of dereliction is reinforced: the plaster is crumbling off the walls, the ceilings and stairs have collapsed in places and rats may be heard scuttling about. The floor is covered with rubble but seems firm. The rat noises come from a pack of 15 giant rats [*MM*], AC 7, HD ½, Move: 12", No of Attacks: 1, Damage: 1d3, Special Attacks: Disease, HP 3x4, 4x3, 5x1, 3x1. An aura of evil and foreboding comes from a skull guard [*WD35*], AC 2, HD 1, Move: 0/3", No of Attacks: 1, Damage: 1d3, Special Attacks: Fear, Special Defences: Immune to *sleep, charm* etc HP 6, which hovers in the second storey. It has been ordered to use its *fear* power to drive the rats onto intruders before attacking them itself, least armoured first.

If the centre of the room is cleared of rubble, a trapdoor will be found; below it a ladder leads down into the cellar. The ladder may be covered by a *darkness* spell [see later for details]. From the hole rises a stench of decay.

The cellars of 3 Riht Khalkedon Weard and its two neighbours (both again derelict) have been converted into a secret temple of Gizherae, the Goddess of Sweet Sufferings. Gizherae has at present 30 followers in Irilian, although the number is increasing rapidly as more converts are made. Except for Elhiri, one of the houris from the Heafod Aef Orc, none of the members of the congregation are above journey-man status or have any real influence. All have the statistics of normal Irilians. It is mainly the promises of rewards to come which are enticing new worshippers to join the cult.

Gizherae is not, however, a true goddess but a succubus [*MM*], AC 0, HD 6, Move: 12"/18", No of Attacks: 2, Damage: 1d3/1d3, Special Attacks: Energy Drain, Special Defenses: +1 or better weapon to hit, 70% Magic Resistance, HP 35, Powers: *cause darkness, ethereality, charm person, esp, clairaudience, suggestion, shapechange, gate* (not currently functioning), who has found this a convenient way of obtaining victims – every wika or so her priest D'Hel and a group of worshippers sand-bag a passer-by late at night to join in the 'feast'. D'Hel is a drow [*FF*] Necromancer [*WD35*], RA Drow, SX M, AL CE, CL Necromancer, LV 6, HP 37, AC 0, AG 503, WE 4930, BL 50, ST 12, IN 15, WI 11, DE 14, CO 9, CH 6, MI *+2 Chainmail, +2 Shield*, Drow Cloak and Boots, *+2 Shortsword* (NSA), *Demons Knife* (associated with Gizherae) [*WD34*], WN Knife, who in addition to posing as Gizherae's priest, is her lover. His powers are:

1st level: *animate dead, cause darkness, evil eye, speak with dead.* 2nd level: *manufacture ghoul, wisdom of the dead.*
3rd level: *create skull guard, paralysis.*

Totally evil, thoroughly nasty, irretrievably damned, D'Hel is enjoying himself beyond his wildest nightmares.

As guards, acolytes and companions, D'Hel controls 4 zombies [*MM*], AC 8, HD 2, Move: 6", No of Attacks: 1, Damage: 1d8, Special Defenses: Immune to *sleep, charm, hold* and *cold*-based spells, HP 2x12, 1 x11, 1x8, and a ghoul [*MM*], AC 6, HD 2, Move: 9", No of Attacks: 3, Damage 1d3/1d3/1d6, Special Attacks: Paralysation, Special Defenses: Immune to *sleep* and *charm*, HP 13.

The temple complex has three sections, a common room, the temple itself and Gizherae and D'Hel's quarters. The common room is a large bare room having little in it other than a couple of torch cressets, two doors and the ladder up to the trap door. The temple has the atmosphere of a charnel-house; it reeks of rotting meat. The walls are lined with old grave-clothes and well-chewed bones and bits of flesh are piled up in corners. The room is otherwise bare except for a large stone slab, chipped and stained, which serves as the altar, and a large X shaped cross which swings slowly back and forth above it. The cross is used to hold prisoners awaiting sacrifice who are suspended head down over the altar. It is currently occupied by Hssuss, a lizardman [*MM*].

Gizherae and D'Hel's quarters are in the cellar of the remaining house. The walls are lined with black velvet and a black silk carpet covers the floor. Large crimson cushions lie scattered about and are heaped up in one corner to form a bed. A grotesque statue in the centre of the room supports a guttering lamp of human fat which provides the only illumination. Various contorted low tables occupy positions around the walls. The general impression is of luxurious decadence. The small room houses the latrine and the temple treasury (10,000gp of gems in a locked, poison-needle trapped chest, to which D'Hel has the key). It has an iron-bound oaken door (3 DPV) which is always left open but which will automatically shut and lock if passed through. D'Hel intends it to act as a final refuge. It contains a ladder leading to a locked trap door which opens into 2 Riht Khalkedon Weard. From there D'Hel would hope to make his escape; mingling with the crowd in Khalkedon Weard while the door delayed pursuers.

If Gizherae and D'Hel are alerted by the bell as the party opens the lock above, Gizherae will be waiting in an *ethereal* state in the common room having first cast *darkness* on the ladder. D'Hel will be in their quarters with his undead. Gizherae will allow the first four members of the party to climb down the ladder before she materialises and knocks it away. D'Hel, Gizherae and the undead will then all melee. Gizherae and D'Hel will attempt to extinguish all light sources. If they are successful, any creature without infravision will fight at -4 to hit. If not forewarned, Gizherae and D'Hel will be *in flagrante delicto* in their quarters.

If the fight goes against them, Gizherae will go ethereal and leave and D'Hel will make for his bolt-hole, leaving his undead to delay pursuit. If they survive, they will attempt to set up shop elsewhere in Irilian.

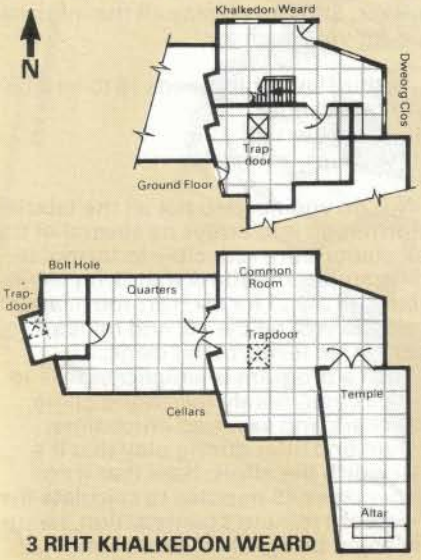
Hssuss, the lizardman, will be near death when the party reaches him but will survive long enough to be able to ask them to return his body to the Lesardman Ham where the correct rites can be observed.

Waetergaet (G2). To reach the Lesardman Ham, the party must pass through the Waetergaet. Since lizardmen are banned from entering Irilian, they will need some convincing explanation for Hssuss' body or be quick with their 'donations' to escape being carted off to the Rivereweac Tor for further questioning.

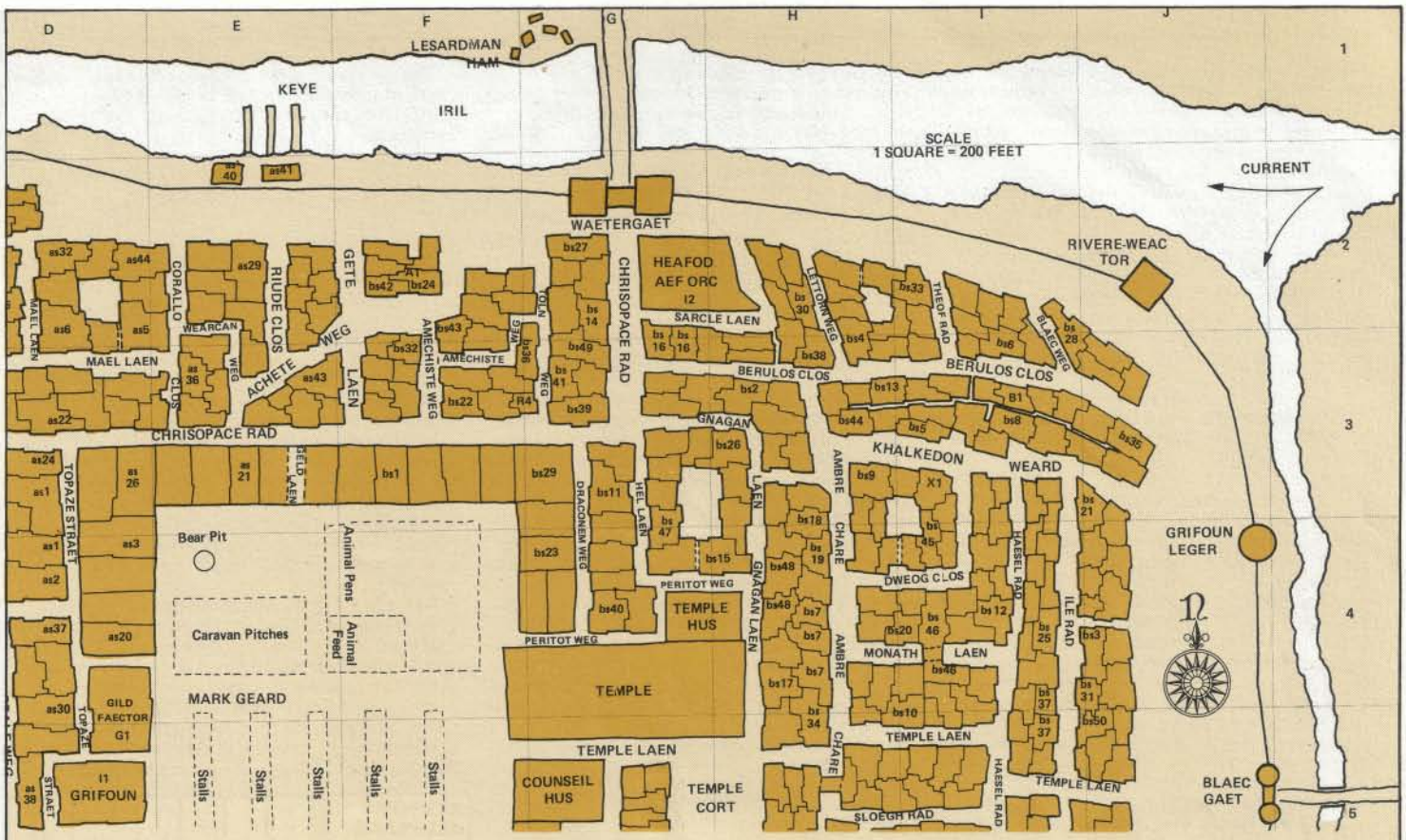
The Lesardman Ham Irilsbank (G1). As the party approaches the village, they will be met by the headman, Tssuss who will recognise his son Hssuss. Grief-striken, unless explanations are quickly made, he will attack. If convinced otherwise, he will give orders for the proper rites to be observed before questioning the party further. As he talks, behind him can be seen the preparations for Hssuss' death feast – mainly the preparation of his body for roasting. Brokenly, Tssuss will tell how his son developed an unnatural love for a 'lady' from the Heafod Aef Orc. No matter how he had tried to persuade him otherwise, several nights ago Hssuss had slipped over the town walls to an assignation. Since then nothing had been heard. The lady's name was Elhiri.

I2 The Heafod Aef Orc (G2). Dodging the heads swaying in the wind, the party may enter the inn, having first to give up all weapons other than daggers. Anyone asking for Elhiri will be directed upstairs – alone. Elhiri will only speak if paid her standard fee, 1gp/turn, and even then will prove evasive. If questioned directly about the lizardman she will deny all knowledge and attempt to *seduce* the questioner. In fact, as the latest recruit to Gizherae's cult, she had been asked to provide something special in the way of an initiation sacrifice – Hssuss.

If the seduction works, Elhiri will use her *kiss of slavery* on her interrogator; using her mastery to misdirect the party to 2 Luft Theof Rad, a completely innocuous empty house. Otherwise she will attack, calling for help and claiming that the character tried to rape her. She will by aided by the other houris. If the party hears the commotion and tries to interfere, they will not be allowed upstairs but instead asked to leave. The houris will try to pummel the character unconscious before stripping him or her naked and throwing



3 RIHT KHALKEDON WEARD



them out of the window (1d4 damage plus a 05% chance of drowning in the mud if not rescued within 1 round). Elhiri is a false lead, she knows nothing about the Dark.

Meanwhile, members of the party downstairs will be able to overhear the latest (for once true) rumour which is sweeping Irilian.

The dwarf treasure caravan which left Irilian a couple of days before returned that morning, moving slowly down the Dauthr Weg surrounded by a black cloud which disappeared as the wagons rolled through the Gealgegaet. The horses pulled of their own accord: the escort was dead – nailed to the sides of the carts.

The Mark Geard (F4). Rescuing their companion from the mud or returning from 2 Luft Theof Rad, the party will notice that most of Irilian's population appears to be running towards the Mark Geard. If they join the flow, they will arrive as a woman, a cleric by the looks of her, is haranguing the crowd from the roof of what appears to be a temple.

'...Fools! Vermin! You come scuttling from your holes to hear me who was Aslas Radedohtor, chief cleric of Laidhanas, Primat Aef Irilian yet you know not what you hear. I, who saw you into this world, will see you out, for I have seen the Darkness and It is good. I have welcomed It and It has entered me as It shall enter you. So shall we be as one. But I see that you do not understand. Look!'

With this, Aslas will walk out into the air until she is suspended above the centre of the Mark Geard.

'You shall be as these.'

And she will gesture five times at random into the crowd (There is a 1 in 2000 chance for each of the party that one of them is indicated [roll 00 on d100 followed by 1 on d20]). Each time, the person pointed to will burst into black flame and rise screaming until they are on the same level as her, forming a pentacle about her.

'And as I.'

And Aslas herself will hang in the air, screaming; burning with black flame.

Aslas has, of course, been possessed by the Dark. The crowd in the Mark Geard will remain still, shocked motionless, until Aslas herself ignites whereupon they will panic and flee. 20+1d20 will be killed in the stampede, another 4d20 wounded. If the party remains still they will be safe but, if they join the rush, each has a 20% chance of suffering 1d6 damage.

The Black Fire is a manifestation of the Dark. It may not be *dispelled, wished* away or affected in any manner by any being or object below Lesser God or Artifact status. It only appears around living beings. The being affected will be kept alive by the Fire although continually burning. The Fire does 1d10 damage/segment to anything other than the being which it surrounds. It will move to follow the being about which it appears. While burning, a creature may only speak and even then must make a saving throw versus death magic for each word. Failing this means that the being has been so overcome by agony that it is unable to speak. Any number of saving throws may be attempted per word.

Should the party attempt to join Aslas on the roof before she walks off, they will find the stairs up the gong-tower blocked by two dream demons [*WD25*] AC 2, HD 2d8+3, Move: 8"/12", No of Attacks: 2, Damage: 1d4/1d4, Special Defenses: Immune to *invisibility, phantasmal force, colour spray, hypnotism, esp, hallucinatory terrain, phantasmal killer* 15% Magic Resistance (50% Resistant to Illusionist Magic), Powers: *ventriloquism, dancing lights* at will, *phantasmal force, hypnotic pattern* 3/Day, *gaze reflection, invisibility, minor creation, maze* 1/Day, HP 15, 13. The demons will be invisible. Their first attack will be to use their *mazes* on any obvious spell-casters; thereafter they will use their wings. Because of the construction of the gong-tower, only one dream demon and two characters will be able to melee at any one time. Regardless of how successful the party is, it will not be able to reach the roof before Aslas starts her walk. Any spells cast at Aslas will be ineffectual; physical objects hurled at her will be consumed by the Black Fire – *as will the hurler*. No saving throw.

If the party investigates Aslas' quarters, they will see a small lead-bound book lying open on her table. It radiates evil so strongly that this can be felt even without the use of a *detect* spell.

It is the *Tzuthi Ag Necrozth*. If glanced at, there is a basic 30% that the viewer will become possessed by the Dark and begin to burn with the Black Fire (No saving throw). For each word actually read, this chance increases by 05% (roll for each word). A character must always start at the beginning and, once burning, cannot read further. The first 14 words are:

The Dark-Ruled Void.
In the beginning of time was the Void and it...

For each word that a person in the Black Fire wishes to relay, a saving throw versus death magic must be made.

The party should take the book; closed and preferably inside a securely locked chest to Teral Guthdohtor at the Abbeie.

Background Information

Gates/Towers (see Part 2 for further details)

Waetergaet. Towers, 34 DPV each, portcullis 10 DPV, Gates 10 DPV, 2 Ballistae on each tower. Towers 20x20x30ft, Gate 20x10x20ft, Towers 2 storeys and cellar each, occupied by: Left Tower, Hliehhanman Comandere, 4th and 5th Irnan of the Hliehhanman, Right Tower, Blodmarchant Comandere, 1st and 2nd Irnan of the Blodmarchant.

The Waetergaet's towers are the same as those elsewhere on the walls. The gate-wall itself is manchicolated to allow boiling water to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as, the Gealgagaets (Part 2). While the gates are open, one Irnan will be on duty; collecting tolls, examining travellers and directing traffic. Like the Gealgagaet bridge, the bridge across the Iril was built so that it could be easily destroyed if Irilian were attacked but after it collapsed during the rainy season 34 years ago, it was rebuilt with such strength that it would now require 200 man-hours to damage to the point where it will be uncrossable.

Riverewaec Tor. 20 DPV, 2 Ballistae on roof, 20x20x30ft, 2 Storeys and cellar, occupied by the 3rd Irnan of the Blodmarchant.

The town gaol is in the cellar of the tower. Three large cells can hold up to 20 prisoners each; another five can accomodate two each, these being reserved for more important or dangerous criminals. All prisoners are stripped naked and fastened into leg irons▷

▷cemented into the wall. All valuables are confiscated and seldom returned. The cells themselves are dank, stinking and usually overcrowded. The food which is served once a day at Middaeg, is very poor – mostly semi-rotten vegetables – and limited in quantity. For each wika that a character is imprisoned in these conditions, one point will be temporarily lost from each of ST, DE and CH down to a minimum of ⅓ normal. Each point will require 3 daegs of normal food and exercise to regain. The guards are brutal but easily bribed (BL 1gp) so, with sufficient money, life can be fairly easy. The chance of a guard allowing escape is, at the best, -10000% (500gp minimum bride).

Grifoun Leger. 29 DPV, 1 Ballista, 20x20x35ft, 2 storeys, occupied by the 4th Irnan of the Blodmarchant.

The Lesardman Ham. Irilsbank (G1). The Lesardman Ham is a collection of one-room hovels occupied by a small tribe of Lizardmen [*MM*], AC 4, HD 2+1, Move: 6"/12", No of Attacks: 3, Damage: 1d2/1d2/1d8, Special Attacks: Missile Weapons. The leader is Tssus (HP 14) who is assisted by Kss, a third level shaman of Semuanya [*DDG*] [HP 17, Spells: *cure light wounds* x 2, *prayer*). Also in the tribe are three other males (HP 10, 9, 6), six females (HP 8, 2x7, 2x6, 2) and five young (HP 2, 4x1). As watchdogs, the lizardmen have to minidrags [*WD30*] AC -2, HD 2, Move: 9"/18", No of Attacks: Nil, Special Attack: Poison Jet, HP 11, 9.

The lizardmen make their living from selling the fish which they catch in the Iril and hiring out their boats. They own a small barge (Hull Value 3), 2 rafts (HV 4, 3) and four rowboats (HV 2x2, 2x1). These may be hired for 1gp/daeg/HV point including the cost of the lizardman crew. From this trade, the lizardmen have managed to amass a fortune of 2000sp which is kept buried under the dirt floor of Tssuss' hut.

The Irilians have fairly cordial relations with the Lesardman although they do not allow any within the town walls. The Lesardman sell their fish to the Irilians; in return the Irilians sell the Lesardman the odd slave – a mutually profitable undertaking.

R3 The Temple, 1 Mark Geard (G4). Temple ST 1, N1 2, CN PO, Temple Hus ST 2, N1 4, N2 4, CN PO. The Temple is the centre of an Irilian's religious life: the place where they are brought out into the world as one of the Children of the Gods; where they pass through the Rites of Adulthood; where they are joined in the Ceremony of Bonding and where, finally, they have the Death Songs sung.

It is a large windowless hall. The roof, 40ft above, is supported by massive wooden pillars each carved in representation of one of Irilian's gods or goddesses. A large fire continually burns in the central fire pit and flickering votary lamps illuminate the shrines which line the walls. The High Altar is raised above ground level and encrusted with gems (all glass unfortunately). Peeling frescoes depicting Irilian's wealth and power cover the roof.

The Temples outer walls are less impressive, the mosaics which once adorned them have mostly fallen off to reveal the crumbling plaster behind. Large double doors lead into the Mark Geard or entry may be gained through a small door in the Temple Hus. The Gong Tower is 80ft tall and bare except for the stairs leading up to the gong platform. A small door leads onto the Temple roof from the Gong Tower.

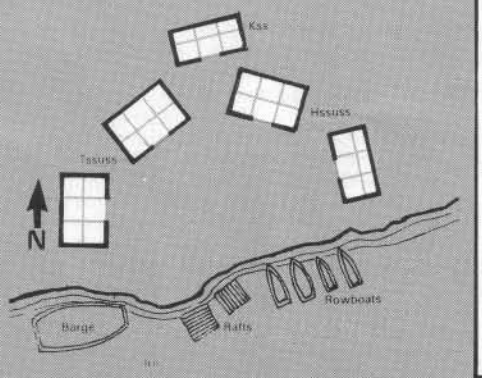
The Temple clerics are Aslas Radedohtor, cleric of Laidhanas and Primat Aef Irilian; Miril Hatloignes, cleric of Felthu and Pelnos Esrifsunu, a cleric of Esrif.

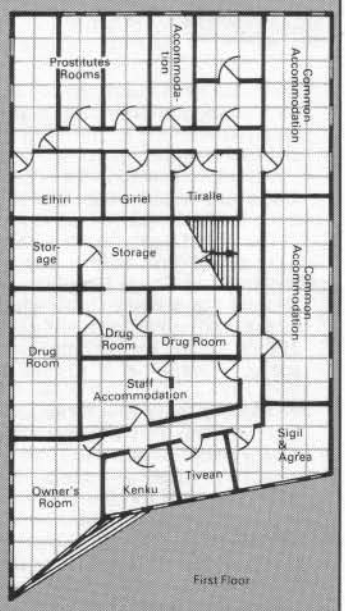
NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Aslas	H	F	CN	C	8	32	1	55	20109	500	14	14	18	12	14	16	Mace
MI *+2 Mace, +1 Platemail, Staff of Earthquakes* (*WD22*).																	
Miril	H	F	CN	C	5	21	1	29	1947	50	17 +1/+1	10	14	13	8	12	Mace
MI *+1 Mace, +1 Shield.*																	
Pelnos	H	M	CN	C	4	14	2	33	957	110	16 +0/+1	12	16	9	12	14	Flail

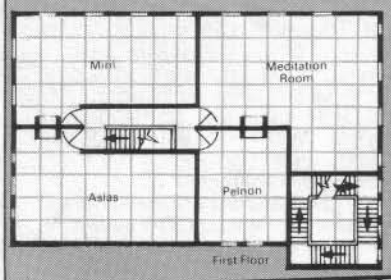
Spells: Aslas: 1st *bless, command, cure light wounds* x 2, *sanctuary*.
2nd *augury, hold person* x 2, *know alignment, silence 15ft radius*.
3rd *dispel magic* x 2, *prayer, remove curse*.
4th *detect lie, neutralise poison, sticks to snakes*.
Miril: 1st *command* x 2, *cure light wounds* x 2, *sanctuary*.
2nd *augury, detect charm, silence 15ft radius*.
Pelnos: 1st *bless, cure light wounds* x 4.
2nd *hold person, silence 15ft radius* x 2, *spiritual hammer*.

Aslas is a rather tetchy old cleric, much given to prophesying in a doom laden voice and thundering (in a high pitched voice which spoils the effect somewhat) about the evil of the Irilian's way and their consequent fall from grace. Miril, even for a cleric of Felthu, is rather free with her favours and is the subject of much talk in the inns and homes of Irilian. Pelnos, by dint of some incredible luck, has

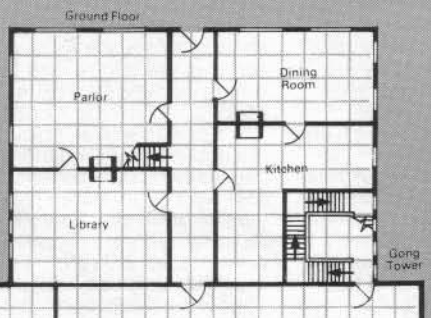
LESARDMAN HAM

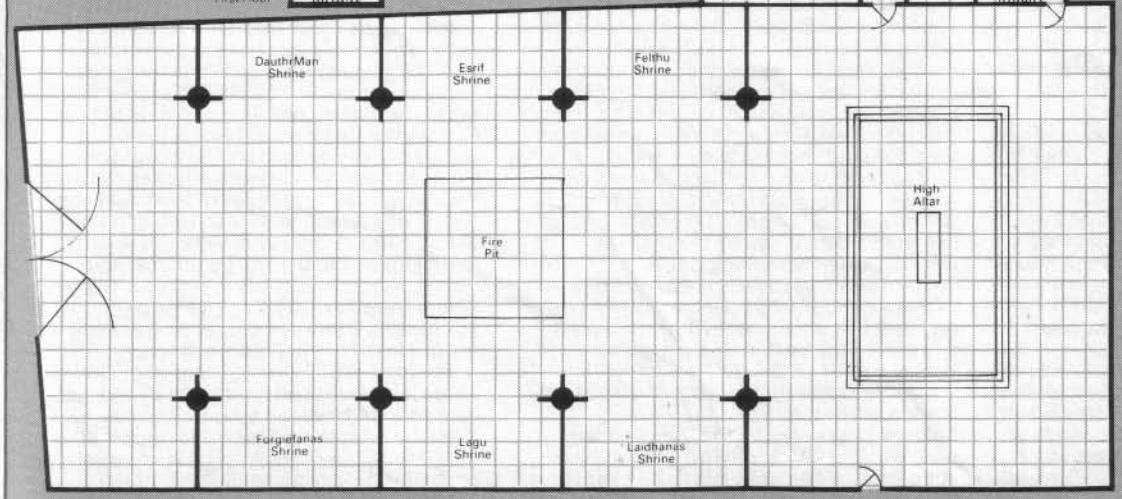


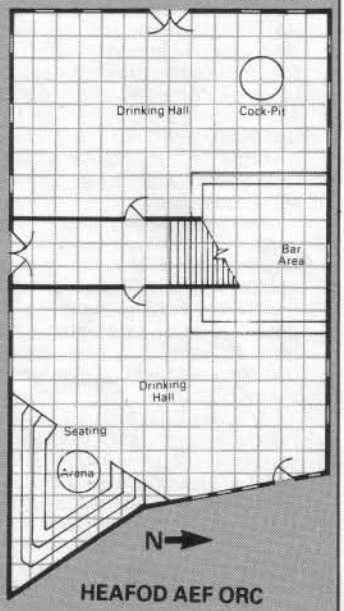




THE TEMPLE







HEAFOD AEF ORC

managed to survive long enough to reach the rank of curate; the highest ever for a cleric of Esrif. This has, however, done nothing to calm his naturally hot-tempered and impulsive nature. Each cleric has a 0th level acolyte who is being prepared to follow their footsteps but none of these are even close to ordination.

The clerics will provide all normal clerical items and services for the normal 'donations' and will train clerics in their religions for the usual fees.

I2 The Heafod Aef Orc. 1 Luft Sarcle Laen (G2). ST 2, N1 3, N2 22, CN BA, BC 25, CM 0.8, NC 6d10/6d8/20d10+10d8, NS 24, RC 3.

So-named because of the tarred orc-heads which hang from the rafters both inside and out, the Heafod Aef Orc is Irilian's most notorious inn. The heads are the result of the famous house policy of a free drink for an orc's head. This has become semi-institutionalised to the Orc Hunt which is held on the third Monadaeg of Cu each year. The Hunt begins at the Heafod Aef Orc at Dagung and ends at the same place at Dosk. The hunter to return with the most orc-heads gains the title of Heafod Cyning; a purely honorary title which carries with it a year's free run of the Heafod Aef Orc. The present Heafod Cyning is Zigul, the arena champion.

As might be expected, the Heafod Aef Orc's bouncers are both numerous and exceptionally vicious.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
60Lvls	H	M	N	F	0	4	7	18+	4d20	5sp	12	10	10	10	10	10	Shortsword
Kullut	½0	M	NE	F	3	24	5	31	389	10	14	9	7	12	16	9	Shortsword
Sulliga	½0	F	N	F	4	31	5	18	98	2	13	10	12	13	17	8	Shortsword
Tirages	H	M	CE	F	4	17	5	19	430	2	16 +0/+1	11	14	9	12	12	Shortsword
Firga	H	M	LN	F	5	25	5	24	658	3	15	8	10	10	13	14	Shortsword

MI *Ring of Contrariness* (*DMG*)

Kulle and Mayhne, 2 ogres [*MM*] AC 5, HD 4+1, Move: 9", No of Attacks: 1, Damage: 1d10, HP 25, 23.

The Heafod Aef Orc's ground floor drinking-halls are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. The corner of the western room holds the cock-pit where badger-baiting and cock- and dog-fights are held at 30 minute intervals. In the eastern hall is a small sunken arena where each night at the 11th Neahture, Zigul, the arena champion, fights to the death against a humanoid taken from the holding pens in the cellar. A consumate actor, Zigul always manages to make the fights look anything other than the walk-overs that they are. Betting on all the conflicts is intense and often crooked.

Zigul. RA D, SX M, AL CN, CL F, LV 6, HP 43, AC 0, AG 120, WE 3785, BL 100, ST 17, IN 12, WI 11, DE 15, CO 17, CH 13, MI *+1 Chainmail, +2 Shield, +3 Hammer* (Dwarven Thrower) [*DMG*]. WN Hammer.

A silent, saturnine dwarf with no real likes and an excess of dislikes, in his spare time Zigul acts as a debt collector for Uzuld, the dwarven moneylender. Since he does not like it to be known as magic, Uzuld will not throw his hammer unless forced to. Upstairs are the brothel and drugs dens, run by three houris [*WD13*]. See below for stats.

Spells: Tiralle: 1st *charm person* x 2, *fascination, silvertongue, impotence.*
2nd *influence, jealousy, ecstacy.*
3rd *hold person, bodyguard.*
Elhiri: 1st *charm person, fascination, impotence, kiss of sleeping.*
2nd *jealousy, ecstacy, kiss of wounding.*
3rd *kiss of slavery.*
Giriel: 1st *silvertongue, kiss of sleeping* x2.
2nd *ecstasy.*

NAME	RA	SX	AL	CL	LV	HP	AC	WE	BL	ST	IN	WI	DE	CO	CH	WN
Tiralle	E	M	CN	H	6	11	10	3532	100	13	13	9	13	13	17	Dagger
MI *+1 Dagger, Philtre of Love* (*DMG*).																
Elhiri	H	F	CE	H	5	16	9	1794	150	9	12	11	12	14	15	Dagger
MI *+1 Ring of Protection.*																
Giriel	E	F	N	H	3	7	10	763	50	11	10	13	14	9	18	Dagger

All three are hardened to their work and will not hesitate to rob anyone stupid enough to give them the chance. They also administer the drug dens. Elhiri is a recent convert to the Cult of Gizherae.

The remaining seven prostitutes are all human; one is male, the rest female. AL CN, LV 0, HP 5, 4x4, 3, 2, AC 10, AG 13+1d8, WE 3d20, BL 1d10, ST, IN, WI, DE, CO, All 8+1d4 CH 12+1d6 MI None WN Dagger. Prices range from 1 to 50gp depending upon the services desired. The houris cost three times the usual.

The drug dens are a series of small rooms bare except for couches and pallets upon which addicts can recline while taking their drugs. The drugs available are given in table 1.

Type gives the class to which a drug belongs.

Special drugs allow the user's soul to momentarily shift to another plane of existance. The three differ in the planes to which they allow travel. Blaeclotos will only allow the soul to go to the Elemental Planes; Geoluhlotos to the Positive and Negative Material Planes and only Purprelotos allow travel to the Outer Planes. Travel is instantaneous but which plane is actually arrived at within a certain group is entirely random. Whatever is experienced by a soul on another plane is also suffered by the body in Irilian. Thus *Doses to Side Effects, Side Effects* and *% Lethality* are all special also and depend upon what is encountered on the other planes. Beings with no souls [*DDG*] are immune to the effects of these drugs.

Hallucinogenic drugs cause the user to experience sensory hallucinations and delusionary ideas – usually intensely pleasureable but 05% of the time dangerous, a belief that the user can fly for example, or terrifying, a delusion that the user is suffering from leprosy perhaps.

Tranquilisers give the user a feeling of inner peace and contentment. For the duration of the effects of the drug, they are immune to all fear-causing spells and powers but tend to be difficult to motivate and function at only 90% of their normal abilities.

Stimulants give a feeling of unusually good health and boundless energy to the user. For the duration of the effect, all abilities are at 110% of normal (eg a character would hit 10% more often, cast spells 91% of the usual time, move 10% faster, etc) but when the drug wears off all abilities drop to 70% of their normal level for twice that length of time.

Dependency is the chance of a user becoming psychologically dependent upon a drug.

Table 1: Drugs Available in the Heafod Aef Orc

Name	*Type*	*% Dependency*	*% Addiction*	*% Lethality*	*Duration of Effect*	*Doses to Side Effects*	*Side Effects*	*Price /Dose*	*Dose*	*% Availability*	*How Taken*
Blaeclotos Petals	Special	01	04	Special	12+1d4 r	Special	Special	10gp	3 petals	40	Bound into open wound
Geoluhlotos Petals	Special	01	06	Special	8+1d4 r	Special	Special	20gp	3 petals	15	
Purprelotos Petals	Special	01	10	Special	2+1d4 sg	Special	Special	50gp	1 petal	02	
Ruadhpopoeg Resin	Hallucinogen	06	15	02	8+1d4 t	50+2d10	Chronic Severe Respiratory Disease [*DMG*]	1gp	1 penneie weight	75	Smoked in nose pipe
Brunpopoeg Resin	Hallucinogen	04	12	02	2+1d4 t	70+2d10		15sp	2 penneie weight	65	
Blauorchis Dust	Tranquiliser	12	04	01	1+1d4 t	20+2d10	Melancholia [*DMG*]	5sp	1 penneie weight	95	Inhale
Wuduflor Heads	Stimulant	08	01	01	6+1d6 t	80+2d20	Schizophrenia [*DMG*]	5sp	1 flower head	95	Chewed

Dependency is the chance of a user becoming psychologically dependent upon a drug. It should be rolled for each dose taken. It failed (ie the number or less comes up on d100), then the user is dependent upon the drug and must take a dose within (15 daeg divided by the *% Dependency*). Failure to do this will cause the user to lose 1 point of each of INT and WI per daeg for the *% Dependency* number of daegs after the deadline has passed after which the lost points are regained at the rate of 1/daeg. However, if either IN or WI reaches zero, it stays there and the character becomes effectively a vegetable (IN = 0) or a complete hebephrenic [*DMG*] (WI = 0). Normal *cure disease* spells are ineffective against drug-induced characteristic losses.

% Addiction is the chance of a user becoming physiologically addicted to a drug. It is used in the same way as *% Dependency* but the deadline before withdrawal effects are felt is (30 daeg divided by *% Addiction*) and 1 point per daeg is lost off ST, DE, CO and HP. If any of these reaches zero the user will die. A character must be psychologically dependent before addiction is possible. Failed *% Addiction* rolls before then are disregarded.

% Lethality is the chance that a dose of a drug will be fatal. It is rolled for each dose but only if the user is addicted.

No of Doses until side effects manifest themselves should be rolled and noted for each user when the first dose is taken. *Side Effects, Price/Dose, Size of Dose* and *How Taken*, are self-explanatory.

% Availability is the chance that the Heafod Aef Orc has the drug in stock. If not in stock, the chance increases by 20% for each wika delay.

Habituation. As more of a drug is taken, the amount of it needed for the user to experience its full effect increases. For every 10 doses taken, the dose needed will increase by a cumulative 20%. Habituation disappears if no drugs are taken for a period of daegs equal to the sum of *% Dependency, % Addiction* and *% Lethality*.

Overdosing. Taking more than one dose within the duration of effect of a drug will have two effects. Duration itself and the actual effect of the drug will be multiplied by the number of doses taken (modified by Habituation) but *% Dependency, % Addiction* and *% Lethality* are multiplied by the cube of the number of doses taken and *% Lethality* must be immediately rolled, even if addiction is not present.

For example Telgas, a fighter, starts to take Wuduflor to increase his martial prowess. His statistics are ST, IN, WI, DE, CO, CH, all 12, HP 15.

Rolling 2d20, he may take 80+16 (the number rolled) = 96 doses before schizophrenia develops.

After 10 doses, he finds that he has to take 1½ flower heads to get the effect that he used to get with one.

After 15 doses, he fails his *% Dependency* roll and becomes dependent upon Wuduflor. Disliking this, he tries to kick the habit. After two daeg (15/8) he starts to loose points of IN and WI. After 8 daeg, he has IN and WI both 4 and begins to gain points again. After 16 daeg, he is back to normal.

Chastened by this experience, he thereafter stays away from Wuduflor for a year until he finds himself in the midst of a battle in which he is outclassed. Because of this, he takes 3▷

▷heads of the drug. This means that he moves and hits at 133% or normal (110% x 3) but that *% Dependency, % Addiction* and *% Lethality* are all multiplied by 3 cubed = 27. Thus they become 216%, 27% and 27%. Telgas is automatically dependent, fails to make the *% Addiction* roll and so is addicted but makes the *% Lethality* roll and so does not die.

Once again he tries to kick the Wuduflor habit. As before, after 16 daeg he is no longer dependent. On the 30th daeg (30 / 1 = 30) he loses 1 point off each of ST, DE, CO and HP. These are regained the next daeg, after which he is no longer addicted.

Telgas is then for the moment free of the Wuduflor compulsion. He has taken 18 doses in all and so has another 78 to go before he develops schizophrenia. Should he survive that long.

The rest of the upper floor is given over to accommodation. Currently in residence are Sigil and Agrea Hinthan, a husband and wife team of bounty hunters; Tivean Feallan, an undercover investigator for the Gild of Herbalists and three Kenku [*FF*], a drug smuggler, Tk'k and his bodyguards Hree and Whoe-Whoe.

Market Deag. On Market Deag, stalls, arranged in five north-side rows occupy the southern section of the Mark Geard. Ownership of a stall is a prerogative to Irilian citizens and many of the major craft masters maintain a stall which is used on Market Daeg to supplement their normal shops. Each stall is restricted to one type of produce: mostly foodstuffs; vegetables, fruit, butter and cheese; fish or meat both fresh and smoked, salted or otherwise preserved; but small manufactured goods such as clothing, shoes or household items are also on offer. The allocation of stalls is controlled by the Counseil.

In the north west of the Geard is the bear-pit; a 10ft deep, 20ft across pit where brown bears, AC 6, HD 5+, Move: 12", No of Attacks: 3, Damage: 1d6/1d6/1d8, Special Attacks: Hug for 2d6; fight to the death against packs of wild dogs, AC 7, HD 1+1, Move: 15", No of Attacks: 1, Damage: 1d4, for the entertainment of the crowds.

To the south of the bear-pit are the pitches of the caravan merchants. One caravan will normally be present with produce not usually available in Irilian: exotic herbs and spices, unusual weapons and clothing, rare jewellery and furs and fine materials – all at exorbitant prices, of course. There may even be a reputed treasure map or minor magical item on offer. The caravan will have the composition given in the *MM* but, apart from two bodyguards for each merchant, none of the guards will be allowed armed into Irilian. If an item desired is not possessed by the caravan, there is a small (generally 2d20 %) possibility, dependent upon an item's rarety, that it might be brough by a future caravan (1d4 caravans time) if a character especially asks for it. The cost would necessarily be excessive.

To the east of Geld Laen, the covered way into the Mark Geard, are the animal pens. Most normal livestock is available; oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, hawks and similar pets and slaves. The price of a slave is calculated at the cost of employing a freeman to do the slave's job for eight years.

Animal feedstuffs comprise hay, barley and corn. Barley and corn are also used for human consumption.

Wandering throughout the crowd on Market Deag will be troupes of entertainers from the Grifoun; tumblers, minstrels and storytellers; confidence tricksters and hucksters and pickpockets from the Gealga and Staet Gangs.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Sigil	H	M	N	F	6	38	-4	38	108	91	00 18[80] +2/+4	14	12	17	14	12	See Below	Longsword
Agrea	H	F	N	F	5	32	-3	32	86	4	75 17 +1/+1	16	13	16	16	13	See Below	Longsword
Tivean	H	F	CG	R	8	91	-2	44	106	47	50 17 +1/	17	14	18	18	14	See Below	Longsword

Magic Items: Sigil: *+2 Shield, +1 Platemail, +1 Longbow, +1 Longsword* (NSA)
Agrea: *+3 Platemail, +1 Longsword* (NSA)
Tivean: *+2 Longsword* (NSA), *Bracers of Defense AC 2, Ring of Truth* (will empathetically give the degree of truth of up to five statements/daeg.)
Kenku: AC 5, HD: Tk'k, Hree 3, Whoe-Whoe 3, Move: 6"/18", No of Attacks: 3, Damage: 1d4/1d4/1d6, Special Attacks: Tk'k *web, call lightning, shocking grasp, magic missile*, Hree *magic missile*, Whoe-Whoe: *magic missile*, Special Defences: *shape change, invisibility*, Disguise, 30% Magic Resistance. HP: Tk'k 19, Hree 10, Whoe-Whoe 10.

Sigil and Agrea are coldly efficient professionals who allow no-one nor nothing to get in between them and their quarry. Only if it is less bother will they bring their prey back alive. Tivean is a master spy currently working for the Herbalists to try and discover who is behind the illegal drugs trade in Irilian since it is giving them a bad reputation (and breaking their monopoly).

The Kenku have a shipment of 10000gp of Wuduflor which they are waiting to sell to Pelos Irilsdohtor and her half-brother.

Common customers at the Heafod Aef Orc are (parentheses give the % chance of a character being present):

2d4 of the Irilian Scouts (35), Stormwealcan, Hliehhanman and Blodmarchant Comanderes (15 each), Gisriral of the Gild of Venturers (20), Torgul the Assassin (20), Gildo the thief (20), 1d4 of the Gealgagang (30), Perel of the Sclava Eschape (20), Djhela of the Psionic Fellowship (10), 1d4 Staet Gangs (70), 2d20 of the Garde (100).

The Heafod Aef Orc is owned through a series of front men by Pelas Irilsunu and Pelos Irilsdohtor and is the centre of most of the criminal goings on in Irilian. The only reason why it has not long since been closed down is their defense of it in the Counseil; their argument being that it is better to have disorder concentrated in the Heafod Aef Orc where it is easily contained rather than spread out over the rest of Irilian.

Mark Geard. The Mark Geard is a large cobbled area in the centre of Irilian, usually rather bare but, on Market Daeg and Great Market Deag, crowded with a large variety of stalls, costermongers, entertainers, hucksters and wandering citizens.

Great Market Daeg. Although generally similar to Market Daeg, Great Market Daeg is on an altogether greater scale. Three caravans will be present and exotic animals such as griffons, hippogriffs or pseudodragons may, rarely, be on offer.

Great Market Daeg also functions as a primitive employment exchange where prospective employers and employees may meet. Available for hire will be bearers, porters, pack handlers, valets, labourers and linkboys; reapers, stackers, winnowers and threshers; cowmen, sheperds, teamsters and general farm hands and other semi-permanent employees. Most will wish to serve at least until the next Great Market Daeg. Hiring rates can be taken from Paul Vernon's series in *WD29-31*.

Finally, there will be 4+1d4 mercenary bands (see *DMG* for details) seeking employment.

Player Characters Attempting to Sell Goods. Other than obvious treasure, gold, gems, jewellery etc, which may be sold at the Gild Faector's, Uzuld's, Dirim's or the Goldsmith's, Silversmith's, Jeweller's or Gemcutter's for 80% of their actual value, goods may be disposed of in Irilian by selling them to a shop specialising in those articles. Characters will receive 40% of the item's retail price.

Shops (see Part 2 [WD43] for shop nomenclature).

bS1 Architect. 29 Mark Geard (F3), ST 3, N1 4, N2 5, N3 7, CN PO, CM 1.0, YE 18495, WE 19876.

bS2 Baker. 3 Riht Berullos Clos (H3), ST 2, N1 4, N2 5, CN BA, CM 1.1, YE 9078, WE 4038.

bS3 Baker. 5 Luft Ile Rad (I4), ST 1, N1 5, CN CO, CM 0.9, YE 7986, WE 3976.

bS4 Basketmaker (makes wicker baskets). 4 Luft Lettorn Weg (H2), ST 1, N1 3, CN CO, CM 1.0, YE 7458, WE 3108.

bS5 Bottlemaker (makes clay bottles). 3 Luft Khalkedon Weard (I3), ST 2, N1 3, N2 5, CN CO, CM 1.0, YE 5987, WE 1978.

bS6 Boxmaker (makes wooden boxes). 11 Luft Berullos Clos (I3), ST 2, N1 4, N2 5, CN BA, CM 1.0, YE 9187, WE 4024.

bS7 Brewer. 8, 9, 10 Riht Ambre Chare (H4), ST 1, 3, 2, N1 3, 4, N2 0, 3, 2, N3 0, 4, 0, CN PO, PO, CM 1.0, YE 15098, WE 7034.

bS8 Bricker (makes bricks). 6 Luft Khalkedon Weard (I3), ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6003, WE 1857.

bS9 Builder. 1 Riht Khalkedon Weard (H3), ST 3, N1 3, N2 5, N3 4, CN AV, CM 1.0, YE 13456, WE 6352.

bS10 Butcher. 5 Luft Temple Laen (H5), ST 2, N1 3, N2 4, CN PO, CM 1.1, YE 9457, WE 4012.

bS11 Butcher. 2 Luft Draconem Weg (G3), ST 1, N1 4, CN 0.85, YE 8076, WE 3907.

bS12 Cabinet-maker (high class furniture). 5 Riht Haesel Rad (J4), ST 3, N1 3, N2 4, N3 5, CN PO, CM 1.0, YE 21354, WE 10978.

bS13 Carpenter. 7 Riht Berullos Clos (H3), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 9043, WE 4068.

bS14 Cartmaker (carts). 21 Luft Chrisopace Rad (G2), ST 1, N1 3, CN CO, CM 1.0, YE 8975, WE 4032.

bS15 Carver (carves wooden objects). 6 Luft Peritot Weg (G4), ST 2, N1 4, N2 3, CN BA, CM 1.0, YE 19573, WE 8574.

bS16 Coach-maker. 1, 2 Luft Berullos Clos (G3), ST 2, N1 5, N2 4, CN BA, CM 1.0, YE 16294, WE 8673.

bS17 Cofferer (makes wooden coffers). 11 Luft Gnagan Laen (H4), ST 2, N1 5, N2 3, CN PO, CM 1.0, YE 8974, WE 4126.

bS18 Coffin-maker. 5 Riht Ambre Chare (H3), ST 2, N1 1, N2 3, CN CO, CM 1.0, YE 7530, WE 3075.

bS19 Dairy. 6 Riht Ambre Chare (H3), ST 1, N1 3, CN BA, CM 1.0, YE 6043, WE 1486.

bS20 Distiller. 2 Luft Monath Laen (H4), ST 3, N1 4, N2 4, N3 3, CN AV, CM 1.0, YE 21354, WE 10485.

bS21 Furbisher (cleaner and polisher). 1 Luft Ile Rad (I3), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 4834, WE 1435.

bS22 Fuster (woodworker). 1 Riht Amechiste Weg (F3), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 10897, We 4750.

bS23 Goldsmith. 34 Mark Geard (F4), ST 3, N1 5, N2 4, N3 8, CN AV, CM 1.0, YE 90476, WE 52931. As jeweller but will only work in gold. Skill level 76-90.

bS24 Greengrocer (vegetables). 7 Luft Achete Weg (F4), ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 8692, WE 7450. Cover address for Torgul the Assassin.

bS25 Joiner (wooden frames for saddles). 5 Riht Ile Rad (I4), St 2, N1 5, N2 6, CN PO, CM 0.9, YE 7931, WE 2854.

bS26 Marbler (marble works and sculptors). 3 Riht Gnagen Laen (H3), ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.2, YE 28945, WE 15475.

bS27 Mason (stoneworker). 1 Luft Toln Weg (F2), ST 3, N1 6, N2 4, N3 5, CN BA, CM 1.0, YE 13645, WE 6493.

bS28 Miller. 1 Luft Blaec Weg (I2), ST 4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 18075, WE 9045. The mill is windpowered; the upper three stories are able to pivot to face the wind.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Dirim	D	M	LG	F	1	98	5	304	79430	1000	12	14	13	12	14	9	None	Battle Axe
Dirima	D	F	NG	F	1	15	5	274	3745	150	13	13	15	13	12	12	None	Hammer
Thori	D	M	LN	F	2	13	2	143	3255	50	16 +0/+1	12	11	14	14	9	None	Battle Axe
Bombas	D	M	CN	F	3	21	2	68	3100	75	14	14	14	15	15	11	None	Battle Axe

bS29 Moneylender/Banker. 1 Riht Draconem Weg (G3), ST 3, N1 4, N2 5, N3 5, CN AV, CM 1.0, YE 150845, WE 89430. The owners are the dwarven family of Dworg, a scion of the Khazal clan. It consists of the parents Dirim and Dirima and two sons, Thori and Bombas. See above for stats. Dirim and his wife are a contented couple who are well-liked (for dwarves) in Irilian. Their sons though, have become embittered by the contempt in which their race is held and are very touchy on that subject.

Money deposited with Dirim for one complete year will gain 1% of its value in interest minus a 100gp handling charge. Thus at least 10000gp must be on deposit for a whole year before any profit is made. He will lend up to 1000gp on good surety for 2% compound interest/wika ie 88%/year, repayable within 1 year. If money is deposited with him, Dirim will write a letter of credit for that amount minus 1% fee which will be accepted by 85% of bankers (98% of dwarf bankers). Dirim has 8000gp on deposit with him at most times.

bS30 Net-maker. 2 Riht Lettorn Weg (H2), ST 1, N1 4, CN CO, CM 1.0, YE 5989, WE 1794.

bS31 Painter (paints saddlebows). 6 Luft Ile Rad (I4), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 6024, WE 2064.

bS32 Pasteler (grinds pigments). 5 Riht Achete Weg (F3), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 5794, WE 1908.

bS33 Pavior (lays pavements). 1 Riht Theof Rad (H2), ST 2, N1 4, N2 4, CN BA, CM 1.0, YE 9068, WE 4089.

bS34 Plasterer. 2 Luft Temple Laen (G5), ST 2, N1 5, N2 6, CN CO, CM 1.0, YE 13574, WE 6574.

bS35 Potter. 15 Riht Berullos Clos (I3), ST 3, N1 4, N2 6, N3 7, CN CO, CM 1.0, YE 12953, WE 6054.

bS36 Rope-maker. 3 Riht Toln Weg (F3), ST 2, N1 1, N2 5, CN PO, CM 1.1, YE 8756, WE 3256.

bS37 Saddler. 7, 8 Riht Ile Rad (I4), ST 2, 2, N1 3, 5, N23, 6, CN PO, BA, CM 0.9, YE 10989, WE 4563.

bS38 Sail-maker. 6 Luft Berullos Clos (H2), ST 3, N1 4, N2 5, N3 6, CN BA, CM 1.0, YE 8795, WE 4025.

bS39 Sawyer (planks and beams). 6 Luft Toln Weg (G3), St 1, N1 4, CN PO, CM 1.2, YE 6538, WE 3075.

bS40 Stainer (stains wood). 3 Luft Peritot Weg (G4), ST 2, N1 4, N2 5, CN CO, CM 1.3, YE 5735, WE 1287.

bS41 Stringer (string). 5 Luft Toln Weg (G3), ST 1, N1 4, CN BA, CM 1.05, YE 5967, WE 1857.

bS42 Stuffer (stuffs furniture). 6 Luft Achete Weg (F2), ST 2, N1 3, N2 4, CN BA, CM 0.9, YE 6032, WE 1498.

bS43 Table-maker. 4 Luft Amechiste Weg (F3), ST 2, N1 5, N2 6, CN CO, CM 1.1, YE 9530, WE 3275.

bS44 Tiler (roofing tiles). 1 Luft Khalkedon Weard (H3), ST 2, N1 5, N2 4, CN BA, CM 0.8, YE 5904, We 1906.

bS45 Tinderboxman. 3 Luft Dweorg Clos (I4), ST 2, N1 6, N2 4, CN PO, CM 1.1, YE 8957, WE 4006.

bS46 Turner (turns wooden objects). 3 Luft, 4 Riht Monath Laen (H4), ST 2, 2, N1 4, 6, N2 4, 6 CN BA, CM 1.0, YE 10897, WE 4563.

bS47 Upholsterer (covers furniture). 4 Luft Hel Laen (G3), ST 2, N1 6, N2 4, CN AV, CM 0.9, YE 6597, WE 2943.

bS48 Vintner (wine). 8, 9 Luft Gnagen Laen (H4), ST 2, N1 4, N2 5, CN PO, CM 1.1, YE 24536, WE 10980.

bS49 Wheelwright. 20 Luft Chrisopace Rad (G3), ST 2, N1 4, N2 5, CN CO, CM 1.2, YE 6043, WE 2093.

bS50 Wineshop. 7 Luft Ile Rad (I4), ST 3, N1 4, N2 4, N3 5, CN BA, YE 8957, WE 4106.

Shop Protection. As well as poison needle traps and other common protections, many of Irilian's shops are protected by the Gild of Hashishiyy, a Gild of Assassins which maintains a representative in Irilian. Irilian is too small to have a Gild of its own. Protected shops are identified by having a small ornate H carved over the main entrance and on the strongboxes. Any character robbing a protected business is marked down by the Gild for assassination if located. With the Gild's extensive underworld links, location is usually very rapid. Consequently, very few survive to rob a protected house a second time. Protection costs a business 7% of its profits or 500sp/year, whichever is the greater. All of the shops mentioned in here are protected.

Gild of Beggars. Although it is a Gild in no more than name, Irilian's beggars do have a loose organisation of their own which distributes pitches and looks after their interests in a fairly desultory way. To become a member, a future beggar must donate all of his or her possessions except for clothing and a begging bowl to the Gild and agree to hand over 10% of the daily take. In exchange, the beggar gets a place at one of the two flop-houses that the Gild runs and a bowl of gruel each Dagung and Dosk. Non-member beggars are set upon and often given some real affliction to add to their supposed disabilities.

B1 Flop-house, 11 Riht Berullos Clos (I3), ST 2, N1 4, N2 3, CN CO.

B2 Flop-house, 2 Riht Mathkr Laen (C7), ST 2, N1 1, N2 3, CN CO.

The Gild has no formal links with the underworld but pays 20% of its profits to Pelos Irilsunu and his half-sister and is often used to collect information. 1000sp will buy the Gild's services for 1 wika.

Apart from the Gildmaestre and his assistant who are low-level pickpockets, the 37 beggars who make up the Gild have the statistics of normal Irilians.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Agroth, Gildmaestre	H	M	CN	T	2	15	8	47	1968	100	13	15	7	14	11	8	None	Shortword
Shila, Assistant	H	F	NE	T	1	9	8	38	987	75	10	12	10	14	13	9	None	Shortsword

Each beggar has some real or pretended affliction such as blindness, leprosy or a missing limb. The Gild and the Staet Gangs are currently in a state of belligerent neutrality.

Gild of Hashishiyy. The Gild's representative in Irilian and its surrounding area is Alis Esrini, currently undercover as a vegetable trader (bS24), Torgul. RA H, SX F, AL NE, CL A, LV 6, HP22, AC 3, AG 34, WE 7450, BL 300, ST 14, IN 13, WI 9, DE 17, CO 13, CH 12, MI *Ring of Protection* +4 on AC, +2 on Saving Throws, *+3 Longbow*, 8 *+3 Arrows*, *+1 Longsword* (NSA), *Periapt of Proof against Poison*, [*DMG*], *Scarab of Assassination* (*WD26*), WN Bow. Poisons: 2 doses each of Ingestive Poisons Types A-D and Insinuative Poisons Types A-D [*DMG*]. Alis is currently banished to Irilian as punishment for a failed assassination attempt. Because of some earlier experiences as a trainee, she hates men and delights in making them as miserable as possible. She prefers to make her assassinations from a safe distance using her missile weapons and an insinuative poison. She owns two houses in Irilian:

A1 (bS24) Greengrocer. 7 Riht Achete Weg (F2), ST 2, N1 3, N2 5, CN BA, CM 1.1.

A2 Deserted house. 1 Riht Magikos Weg (C7), ST 2, N1 4, N2 5, CN PO.

Torgul lives in the house on Achete Weg, keeping the one on Magikos Weg as a refuge in times of trouble.

Characters wishing to contact Torgul may do so via the Heafod Aef Orc. By long tradition in Irilian, assassination is not totally secret. The assassin's identity is not known but who asked for the assassination is. Under Irilian law, wishing for someone's death is not illegal although arranging it is; thus, once the announcement is made in the Heafod Aef Orc, all contacts with the assassin are made in secret. The initial announcement is made because of the Irilian dislike of shadowy figures manipulating them; so long as the identity of the ill-wisher is known so that the prospective victim has a chance to reply, they are not too worried about the actual killing. This does, of course, mean that the victim gets to know that he or she is on a death-list. There are then two choices for the victim to make beyond fleeing the town or taking precautions. Firstly, he or she can attempt to buy out the contract for 150% of the assassin's fee; secondly, he or she may put out a counter contract on the original arranger. In the latter case, both the prospective victims may withdraw, losing their deposits or both may continue to their deaths.

A few daegs after the announcement is made, after she has had time to investigate and is convinced that the request is genuine, Torgul will make contact to discuss fees. Naturally, she will be in disguise.

If there is a greater than 50% chance of success, Torgul will take the job for standard Gild fees; half payable before, half after the job is completed. If she has less than a 50% chance, she will call in a higher level assassin who will have at least a 50% chance and who will charge standard Gild fees plus 8% travelling expenses. Assassination attempts will continue until the assassin is dead; the Gild will not follow up attempts which have lead to the death of one of its members.

Player character assassins who attempt to go solo in Irilian will, if they come to her notice, be 'asked' by Torgul to join the Gild of Hashishiyy. If the character agrees, she will provide training and advice; otherwise she will attempt to kill the newcomer. If the character survives, he or she will become the new Gild representative unless already a member of another Gild in which case he or she will be eliminated as soon as possible.

The Gild of Hashishiyy is a large, powerful, well-organised Gild whose leader has Gildmaster status. It is up to the individual DM to decide upon its exact structure.

R4 The Druid, 5 Riht Toln Weg (F3). ST 2, N1 3, N2 3, CN BA.

Druidic affairs in Irilian are looked after by Acfyst. RA H, SX F, AL N, CL D, LV 6, HP 24, AC 6, AG 34, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI *+2 Spear*, *+1 Leather Armour*, *+1 Shield* [*DMG*], WN Spear.

Spells: 1st *animal friendship* x 2, *locate animal* x 2, *speak with animals* x 2.

2nd *charm person or mammal* x 2, *cure light wounds*, *heat metal*.

3rd *hold animal*, *pyrotechnics*.

4th *animal summoning 1*.

Acfyst spends most of her time roaming the countryside surrounding Irilian and so has only a 15% chance of being in town on any one daeg. She is fanatical in her protection of nature and animals and will argue with or even attack anyone she sees mistreating either. Consequently she spends much of her time in the Mark Geard trying to stop the bear-baiting or in the Heafod Aef Orc attempting to prevent the animal fights. In neither is she very welcome. Her house is overrun with wounded animals and guarded by pots of whispering tongues [*WD28*].□

Next Issue: Part 4, the South East Quarter.

Dear *WD*,

I've found the experience system in *Universe* (*SPI*) eminently stealable, and adapted it for *Traveller*. In the hope that others can use this, this is how it works...

1. A character must amass n experience points in a given skill to increment his expertise level from (n-1) to n.

2. A character gains an experience point by either following a course of instruction or rolling a natural 12 when dicing to use the skill under stress, then rolling his Intelligence or less on 2d6.

3. Courses of instruction last 6 months, and cost Cr1000 x n per month exclusive of food and lodging. They are given by characters of expertise-5 on worlds of population 6+; an instructor can teach as many pupils simultaneously as half his Intelligence. Obviously skill levels beyond 5 cannot be learned from courses. This system works quite well with basic *Traveller*, and fits very well with the four-year college courses of *Book 2* with respect to time and money spent for skill increases.

Along similar lines, most people have *Mercenary* and the Instruction skill doesn't specify costs or availability. I've found it workable to say that a course costs Cr500 x desired skill level, and instructors can be found who can teach up to an expertise level equal to the square root of their world's population level, rounded down – eg a population 10 world has instructors who can take you to expertise-3; higher levels are only found among player characters (and then rarely). Skills like Forgery of course require a Streetwise roll to find an instructor, and the world must be suitable, eg no Pilot instructors on a tech 4 planet with an X starport!

To explain the discrepancy in costs, and maybe encourage people to use the less time and space-consuming *Book 1* characters more often, consider that *Book 1* characters have many fewer skills, which therefore cover wider areas.

For example, any *Book 1* scout, army or marine veteran ought to be able to live off the land – perhaps finding food for one character per term he served – but characters from the expanded systems need Survival skill to do this. Again, *Book 1* Gunnery skill allows characters to fire any turret-mounted weapon on any vehicle; to do this with an expanded character you would need skill in Ship's Lasers, Ship's Missiles, the various particle, meson and energy guns, and about five different kinds of Field Artillery Gunner. Your expanded character may have three times as many skills, but he can probably do no more with them than his *Book 1* counterpart. The extra detail should help you build the character, not just get you ludicrously high DMs with your favourite weapon.

Keep the Gnome Fryers burning,
Andy Slack, Reading.

Dear *WD*,

I was interested in Chris Felton's letter [*WD42*] concerning the role of magic-users in battle. A magic-user can have a profound effect on a battle. Let's face it, at high level they're pretty devastating, but the question is why are they fighting and would they risk the wrath of the gods?

For most MUs battle is akin to suicide – even at 5th level one *fireball* and that's it, not much left and the chance of being cut down. Any MU in battle would have a balance of spells, offensive and defensive. The higher level MUs would be advisors to Generals and so unlikely to be in battle, while Lords among that profession would hire armies to go and do the fighting for them.

However, an MU's powers in battle would be recognized. In most large armies, both sides would have access to MUs; in many cases I would suggest they would be held in reserve, as neither side would be willing to use them, for fear of reprisal use of MUs or even Divine Intervention.

There are circumstances, though, where magic-use would be used – for limited engagements. In a multiverse there must be thousands of small wars, raids and skirmishes, far more frequent than out-and-out war. The gods cannot be everywhere and it is unlikely that a thousand-a-side battle would capture their attention. In such cases sides may use their MUs. Retaliation can be minimized as a side may think it can inflict a lot of damage before the enemy can get its MUs into battle.

Magic can be a problem for generals – when used it can be devastating but can the wrath of the gods and the chance of counter magic be risked (and could a general find a magic-user idiot enough to risk his or her life in this manner).

Yours,
Richard Thorpe, Stafford.

Dear *WD*,

Although Lew Pulsipher's article in *WD42 – Castles in the Air* – has its heart in the right place, in that it encouraged people to think through the implications of the *D&D* and *AD&&D* rules, we feel that he has fallen into the very trap that he was trying to avoid.

It is a little unfair to criticise *Chivalry and Sorcery*, which after all is no more set in the 'real' Middle Ages than are the films *Camelot* and *Excalibur*, when all the features that he lists as peculiar to *D&D*, from flying to homunculi, have been borrowed by fantasy games from medieval myth, legends, and bestiaries. (Beside the fact that the Middle Ages *believed* in magic; we know that witches couldn't fly and didn't have familiars, but at the time enough people believed they did to get a lot of old ladies burnt at the stake.)

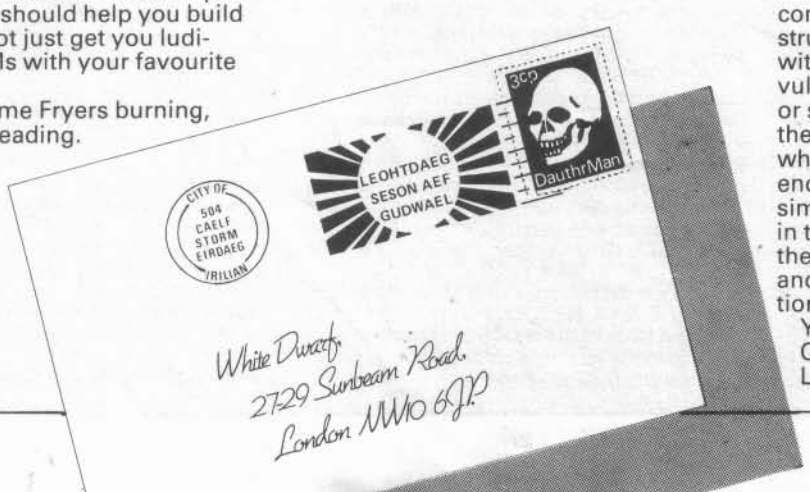
More to the point, far from being a more realistic fortress for the *D&D* world than the conventional castle, dungeons are still vulnerable to most of the weapons used against castles, and have their own, possibly fatal, weaknesses. No castle, medieval or otherwise, was immune to a properly conducted siege, and the same would apply to an underground castle. An impregnable fortress can very soon turn into an embarrassingly tight bolthole if your attacker refuses to storm your vicious defences, but instead concentrates on starving you out, or perhaps the ultimate indignity, burying the entrance with your troops inside it. For all their faults, overground castles expose an attacker to fire from a strong defensive position. Once the minimal surface defences of a dungeon were demolished by siege weaponry, there would be little point in sallying forth into the teeth of a waiting army. The entrance would still be the 'killing ground' found in conventional castles, but this time for the defenders rather than the attackers.

Excavating underground would in any case have its own problems, which have plagued mining from Stone Age flint mines to the present day, particularly fire, damp and flooding. One of the best ways to attack a 'dungeon' castle would be to flood it. The diversion of a local river would not be especially difficult, particularly with wizards on the attacking side, and there would be little point in countermining if the tunnels were to be flooded, and collapsing them merely helped to flood your refuge.

For those who object that *D&D* is not about mass combat or sieges, consider this. A single thief or assassin, placing a *Decanter of Endless Water* on one of the lower levels of a dungeon, and commanding it to produce at its maximum rate of 30 gallons a minute, could create havoc. Imagine trying to shift the equivalent of a water cannon (remember it is described as being powerful enough to kill small animals) through several levels of a dungeon. If the castle had been penetrated by a party of player character types, the *Decanter* could be protected by magical traps, making removal or detection even more difficult.

Conventional castles were finally outdated by the speed of modern armies, rather than their firepower. Martello towers were built in the Napoleonic Wars, when artilley and firearms were common, and the Maginot Line was constructed when tanks were to be reckoned with. The point is not that castles were vulnerable, they always were, to assault or siege if properly conducted, but that they formed part of a balance of power which set the cost of an attack high enough to deter casual aggression. A similar balance would need to operate in the *D&D* multiverse, and if this were the case, dungeons would be no better, and in many ways worse, then the traditional castle.

Yours constructively,
Chris Elliott and Richard Edward,
London.



RuneRites *is a regular* RuneQuest *department, edited by Oliver Dickinson. This issue...*

Creature Creations

New Monsters For RuneQuest

THE KIRIN
by Dave Morris

STR: 3d6+18
CON: 2d6+10
SIZ: 3d6+18
INT: 3d6
POW: 2d6+9
DEX: 3d6
CHA: 3d6
Move: 12
Hit Points: 21-22 average. Hit locations as for griffin; but hitting the wings will simply damage your weapon, since they are pure energy. The horn is invulnerable (a blow to the head should have some chance of hitting it).
Armour: 5-point skin.
Attacks: Butt (2d10+damage bonus), SR7, 85%.
Kick (1d8+damage bonus), SR7, 70%.
Wing (see below for damage), SR3, 40%.
Spells: Battle magic to limit of INT; if POW over 18, 1d8 Rune spells. Horn acts as a powered crystal (roll 01-24 on Crystal Table).
Skills: Sense Chaos 100%; Sense Traitor 100%.

The kirin (kīrīn') are bizarre skyborne creatures, looking something like a very large mountain goat as big as a warhorse, with an almost human head, one horn, and wings like living lightning. They roam the world in pursuance of a curious quest, to seek out and challenge all those of treacherous and selfish disposition. As soon as the kirin's magical senses locate such a being beneath it, it dives down out of the clouds to attack. Though a kirin will sometimes do battle with a Chaos creature, it reserves its full ferocity for professed lawfuls who have become perverted in their ideals.

The kirin ensures that it never has to fight more than 2 or 3 opponents at once by fending away others with its incandescent wings. These cannot be parried (though they can be avoided by Defence); any being struck suffers 1-3 separate wounds for 1d6+6 damage each. Armour will protect as normal against this, but all metals absorb damage equally (6 points). The kirin will not use its wings against its chosen enemy, as this is contrary to its sense of honour.

Kirin can fade onto the spirit plane at any time, and will do this to engage in spirit combat or to escape a fight which is going against them. The transformation to this ethereal state takes 1MR and is characterised by the bright gold colouring of the kirin changing to a pale cloudy blue. They are fond of ale, and sometimes, up among the mountain peaks, travelling Rune Lords have known one to share their campfire for some crusading chit-chat and a jar or two. They carry no treasure but the horn which springs from their forehead: this may be attuned and used as a crystal, at the cost of the enmity of every kirin in existence.

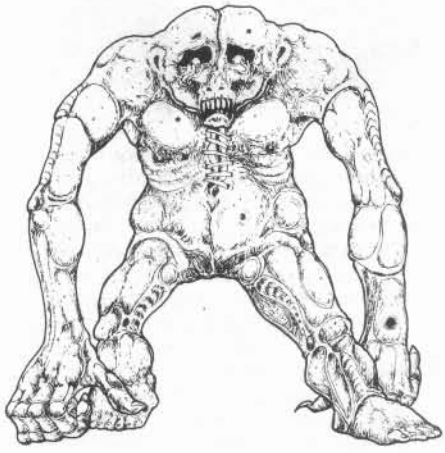
[*Dave feels that kirin are rather fastidious and pompous characters – 'a sort of crusading bureaucrat' – and not to be played as wise, paternal, etc -OD.*]

GOLEMS
by Simon Basham

STR: 4d6
CON: 3d6
SIZ: 15
INT: 3d6 (= POW of Gorp used in creation) halved; round up.
POW: Rune Points used in creation (minimum 2, can be boosted) x 10.
DEX: 3d6
CHA: 2d6
Move: 5
Hit Points: 11-12 average.
Armour: 4-point skin. This is tough but flexible. Smashing weapons can effectively ignore it, sending shock waves through the skin.
Attack: Attacks with both fists (1d3+damage bonus) at DEX x 5%, SR8, and can parry with arms at DEX x 3%. A golem might also try to kick (1d6+damage bonus), but is more likely to stand firm and use its arms. The fists should be able to Crush (as *RQ* pg100 or *WF14*, pg12).
Chaotic Features: A Golem will have the same Chaotic Features as the Gorp used in its creation, if any.

These much hated creatures of Chaos are not of natural origin; they are created by Chaos Rune Priests as guardians and emissaries. Their creation is a long and complex process, culminating in the casting of a *create golem* rune spell to bind the various parts together. The head must contain a human skull bathed in blood, and the life force is supplied by a gorp that is bound into the chest. The golem is not undead, and thus cannot be turned like skeletons and zombies. Golems are favoured servants of their gods, and have a POW equal to ten times that used in their creation; they regain POW as normal, but cannot cast Battle Magic. (POW could be lost to spirit combat, artifacts or places (eg the Dead Place) which drain it. Their INT derives from the POW of the gorp used in their creation, as set out above. Hit locations are as for humanoids.□

CREATE GOLEM
Range: Touch
Stackable: No Limit
Cost: 2 POW points
Duration: Permanent
Not-Reusable



Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore.*

Tribes and Tribulations

A Collection of Tribal Monsters for D&D

WODENNIAN
by Phil Masters

No Appearing:	4-32
Armour Class:	3
Movement:	18"
Hit Dice:	5d8+2
Treasure:	H; individuals L,M
Attack:	By weapon type plus tail for 2d8
Alignment:	Chaotic good (plus a few neutrals)
Intelligence:	Low-genius

Wodennians, sometimes known as dracocentaurs, have the bodies and muscular tails of large lizards, but the front bears a humanoid torso. Their arms are somewhat manlike, and their heads would resemble those of a short snouted crocodile were it not for the swelling braincase. Although carnivores, they are basically a peacable race, and their size and power prevents them from being molested by most other creatures. Mostly they wander steppe grasslands in nomadic tribes, but occasionally small bands of adventurers will wander in human areas.

In any group, 10% will be *warriors* of 1st to 3rd level, and, in addition, for every 10 wodennians present, there is a 5% (cumulative) chance of 1-4 specialists. For each specialist, throw 1d8: 1-3 = cleric; 4-6 = magic user; 7 = druid; 8 = illusionist. Such specialists are of level 1-6, and a party of 30 or more wodennians will have a cleric leader of 7th level; otherwise, the highest level warrior present commands.

If an entire roving tribe is encountered, there will be females and cubs present equal to 100% and 50% of the males, only fighting in self-defence or to defend the young. Females have 2d8, tail lash for 1d8, and bite for 1-3; the young have 1d8 + 1, and tail lash for 1d4.

Wodennian warriors are the equivalent of human fighters, and they and specialists have three more hit dice than their human opposite numbers of the appropriate type (d10, d8, or d4), and strike blows as three levels higher. All wodennians can use their tails against opponents to the side or behind, but *not* to their direct front. Wodennians can direct tail and hand weapon attacks at different opponents, and the latter do damage by weapon type +1 for strength. Typical wodennian arms are as follows. All specialists: quarterstaff; warriors: 50% halberd and 2 darts, 25% longbow and mace, 25% sling and morningstar; others: 25% quarterstaff and dagger, 50% morningstar, 25% shortbow. Their weapons are suited to their size and are too heavy and unwieldy for humans of less than 18/60 strength to wield.

Wodennians speak their own language, common and their alignment tongue. They are covered in glossy brown scales of remarkable strength.

BLACKLINGS
by Dan Lukacinsky

No Appearing:	20-200
Armour Class:	(Base) 5
Movement:	9"
Hit Dice:	1d8
Treasure:	E
Attack:	By weapon type
Alignment:	Neutral evil
Intelligence:	Exceptional

These 'Evil Halflings of the Underworld' were once hairfeet, but took to living underground and through the years have gradually developed a pitch black skin. They hate all living things, especially drow who they will attack on sight. They also hate half-elves, dwarves, orcs, half-orcs and gnomes. Goodwill exists towards the goblin and kobold races. Blacklings can move very quietly and hide in shadows 100% of the time. They speak blackling, halfling, orc, goblin, kobold, gnome, elven, dwarf, hobgoblin, drow and common.

They wear their own specially wrought chainmail which is usually +3 or +4. It is thought to be of black mithril, a very rare substance worth 100 times the value of gold, but no one knows for sure as the blacklings will never sell their mail. No hurled weapon (arrows, spears, etc) or edged weapon can pierce the mail, but sometimes, if the hit is hard enough (2 or more above that required to hit), the mail itself will actually be thrust into the flesh of the wearer causing 1d4 points of damage.

Blacklings typically use short swords, spears and short bows. They save versus spells/rods/staves/wands and poison at 5 levels higher than normal. They have superior infravision at 90'.

When in their lair, usually a large dark cavern, there is a 25% chance that there will be 2-12 worgs. Also for every lair, there is one tribal chieftain of 3d8 hit dice, AC: (Base)4, with a +2 spear and +4 chainmail, together with two 2nd level fighters with 2d8 hit dice, AC: (Base)4 with +1 short swords.

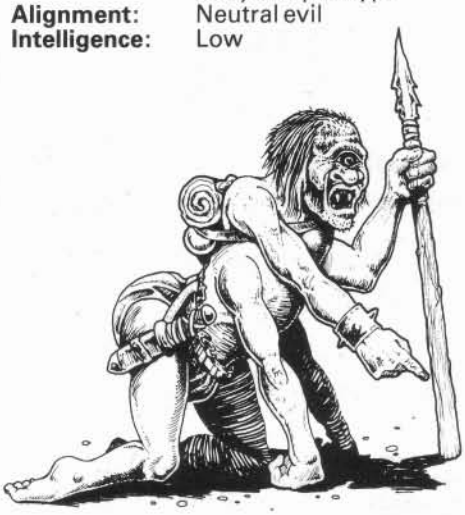
Blacklings are generally superior to hairfeet being a trifle taller, 3½', and a bit stronger. They have jet black skin and their eyes are generally red. Their hair is black or white, depending on age.

When not dressed for battle, they usually wear fine black silk garments. They

rarely visit the surface world because the sunlight hurts their eyes, causing them to fight at −2. They have a lifespan in excess of 900 years.

WOHK
by Anthony Bufton

No Appearing:	50-240
Armour Class:	8
Movement:	9"
Hit Dice:	1d8+1
Treasure:	50% chance 10-40 opaque black gems
Attack:	2 claws for 1-2 each; or by weapon type
Alignment:	Neutral evil
Intelligence:	Low



These small (3' tall by 1½' broad), carnivorous humanoids live exclusively in subterranean environments, seeing by means of a light emanating from the single eye in a 6" wide by 100' long beam. Apart from touch, this is their only sense. Vision is adapted for the darkness and is much impaired by full daylight or equivalent, causing temporary blindness to wohk. The nature of this sight means that non-reflectors are effectively invisible to wohks. This causes them to be fascinated by opaque black items. Commonly, huge hoards of such items are collected by them, for example: coal, black cloth, black dragon scale, etc, and certain gems such as jet.

The usual tactic for a moving party of wohks is to rely solely on the leader's light emission while all other individuals are 'switched off', thus obscuring the number in the group. A typical group is armed as follows: 9% unarmed; 20% missiles (2); 50% rough club and missile; 20% rough club; and 1% miscellaneous scavenged weapon. The clubs are fashioned from scrap iron, wood, rock or any other hard substance to hand. Missiles vary from bottles to bricks to stones (even precious stones), all being treated as sling stones for range, 'to hit' and damage due to strength and throwing skill.

Wohk tribal lairs are complexes of rough caverns or any other easily defendable dungeon regions. Wohks are 30% likely to be encountered in their lair.

Reproduction in their population is by spontaneous regeneration. When a wohk dies, 1-3 fully grown wohks will sprout from its corpse in 5-10 days unless the body is burnt or immersed in acid. These offspring have a high mutation rate, and therefore 10% of all wohks encountered will have some physical mutation to the good or bad. Mutants are left to individual DM's inventiveness, for example: extra limbs, horns, poison glands, etc. The leader of a wohk tribe will lead by brawn only and therefore will probably have several mutations in its favour. Because death leads to an increase in the populace, wohks know no fear of being killed and are unrelenting in combat, never checking morale unless being attacked by fire or acid.

They communicate by a crude language of grunts and signs.

These uncommon creatures have pale grey, smooth skin. Their nails and teeth are brown/yellow. Their extreme stockiness (average weight 120 pounds) is emphasised by the absencs of a neck, the head being part of the torso. The light emitting from the single eye is yellow/white and can thus easily be mistaken for a lantern from a distance. Note that all parts of the description may be affected by physical mutation.

YELGS
by Mark Monaghan

	Yelg	*Were-Yelg*
No Appearing:	50-200	See below
Armour Class:	4	4
Movement:	15"	15"
Hit Dice:	2d8+2	3d8
Treasure:	D	D,M
Attack:	2 claws for 1d4 each, bite for 1d4+1; or by weapon type	
Alignment:	Chaotic evil	Lawful evil
Intelligence:	Low	Average to exceptional

These green-scaled humanoids are similar to orcs in terms of height, weight and facial features. They are creatures of an unholy nature and it is even possible that they are some form of lesser demon. Although unaffected by holy water, they fight and save at −1 when they are within 10 foot of a holy symbol.

Their other weaknesses include a dislike of fresh and salt water which forces them to skirt lakes and rivers except where there is a bridge, or it is shallow enough (2 foot or less) for them to ford. Although they are poor mariners, there are instances where they have risked small seacraft; but this is rare and would only take place when there is no alternative and they are accompanied by a strong chieftain.

When the temperature drops below freezing point, yelgs become 'slowed', as for the *slow* spell, and will avoid confrontation except for self-preservation and to protect their treasures.

Although their scaly hides make them AC4, when any weapon strikes a yelg, there is a 5% chance that it will strike the creature in its vulnerable eyes or stomach causing double damage.

Every yelg encountered is 1% likely to be a were-yelg, able to assume human form at will — often leaving their people to infiltrate human settlements to bring about their eventual destruction. Although unaffected by wolvesbane, the phases of the moon etc, the touch of a holy symbol will cause the were-yelg to assume its true form, as will its death. The were-yelg suffers from all the yelgish weaknesses except the *slowness* in cold conditions. Whereas yelgs are totally carnivorous, were-yelgs, while in human form, will possess human eating habits. Were-yelgs, with their greater intelligence, consider themselves vastly superior to yelgs and dislike their natural form, preferring to appear human even when living with their tribe. 15% of all were-yelgs have an additional power that enables them to see through the eyes of any yelg within 100 miles and to control the yelg by some weird form of telepathy. The presence of a holy symbol within 10 foot of the yelg or were-yelg breaks this strange link.

A yelg tribe tends to inhabit ruins, natural cave systems and the like. Each tribe is normally leaderless and therefore there is little co-operation among tribr members except to take part in disorganised raids on human settlements. However, in some tribes, an especially intelligent were-yelg will take a position of leadership, often after returning from life in a human settlement where they have acquired skills as an illusionist or magic user. Although they remain static in terms of hit points, fighting abilities, saving throws, etc, they otherwise may rise to 12th level in either class. Such were-yelgs rule their tribe with an iron fist and tolerate none of the usual yelgish indiscipline. While under the rule of a were-yelg, yelgs will even mine and build with surprising competence.

If 100 or more yelgs are encountered in their lair, there will be the following additional creatures there: females equal to 20% of the total number; yelglings equal to 10% of the total number; 8-160 eggs; and 1-20 prisoners, kept either as slaves or food and 90% likely to be human. Yelgish females, if forced to fight, do so as 1 hit dice monsters with two 1-2 claws and a 1-3 bite. Yelglings will not fight.

Yelgs have little love for other races (humans, they loathe) but will tolerate kobolds (having a reptilian appearance and an evil nature in common), however, even these they will bully.

Yelgs, in addition to their own tongue, are 50% likely to speak common. Were-yelgs speak yelgish, common, and lawful evil and are capable of learning others. Yelgs have a human lifespan.□

Yelgs are derived from Norman Power's book The Forgotten Kingdom.

Treasure Chest *is a regular* D&D *department. This issue, something for clerics.*

Seeing the Light

Another look at Clerical Conversion in D&D by Graeme Davis

As Roger Musson pointed out in *WD20*, the *D&D* cleric is, or rather should be, more than just a spell-casting fighter, medic, and exorcist. While there is a lot to be said for the less subtle approach with regard to irredeemable unbelievers, a far greater moral victory is to be gained by the conversion of the infidels, which in one blow neutralises an implacable enemy and gains a staunch ally. Consideration of the magic-user spell *charm person* should give some idea of the practical possibilities, and conversions can add immeasurably to a game.

The article by Roger Musson on this subject was long-overdue; recognition of the curious anomaly in the rules whereby no provision had been made for clerics, and more especially paladins, wishing to spread the One True Faith rather than doom and destruction, but the 'first one to six' system he suggests, while simple, does overlook one or two important things.

Charisma should play a major part, as should racial preference; a half-elf trying to convert a group of hobgoblins, for example, will usually end up getting eaten, and other modifiers should be imposed by the numbers on each side, the difference in alignment between convertor and convertee, and other circumstances.

The following rules are presented with these points in mind, and hopefully provide a reasonably realistic conversion system for most circumstances.

Conversion may be attempted by any cleric or paladin or cleric subclass. Firstly, a reaction roll is made to determine whether or not the convertee will listen. All reaction roll modifiers are taken into account, the result being as follows:

Hostile	– not interested
Uncertain	– roll again at ± 15% accordingly
Neutral	– roll again
Friendly	– listens

Being tied up, held at sword-point, etc, is not conducive to sympathetic listening – under such circumstances the reaction roll is made at -50%.

Once the convertee is listening, conversion requires a number of turns equal to the convertee's wisdom of uninterrupted conversation. Minor interruptions such as people coming in and out will merely be distracting, but wandering monsters and other major interruptions will negate the whole attempt.

The convertee is allowed a saving throw, based on the convertor's *Persuasiveness* (Wi+2Ch+2Lvl) and the convertee's *Resistance* (In+Wi+Lvl), as follows:

Table 1

Convertee's Resistance	*Convertor's Persuasiveness* 15-	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	60+
10 or less	10	12	14	16	17	18	19	20	21	22	23
11-15	8	10	12	14	16	17	18	19	20	21	22
16-20	6	8	10	12	14	16	17	18	19	20	21
21-25	3	6	8	10	12	14	16	17	18	19	20
26-30	-	3	6	8	10	12	14	16	17	18	19
31-35	-	-	3	6	8	10	12	14	16	17	18
36-40	-	-	-	3	6	8	10	12	14	16	17
41-45	-	-	-	-	3	6	8	10	12	14	16
46+	-	-	-	-	-	3	6	8	10	12	14

Table 2: Racial Differences

Convertee	*Convertor* Dwarf	Elf	Gnome	Half-elf	Hobbit	Human	Half-orc or monster type
Dwarf	-	+5	+1	+3	+1	+3	+7
Elf	+5	-	+2	+1	+2	+3	+5
Gnome	+1	+2	-	+2	+1	+3	+7
Half-elf	+3	-	+2	-	+3	+1	+5
Hobbit	+1	+1	+2	+3	-	+3	+5
Human	+3	+2	+3	+1	+3	-	+3
Half-orc or monster type	+7	+5	+5	+4	+3	+2	see Monster Type Subtable

Monster Type Subtable

Convertee	*Convertor* Half-Orc	Orc	Goblin	Hobgoblin	Bugbear	Kobold	Ogre	Gnoll	Lizardman	Troll
Half Orc	-	+1	+2	+3	+3	+3	+3	+3	+3	+4
Orc	+1	-	+2	+2	+3	+3	+3	+2	+3	+4
Goblin	+2	+1	-	+1	+1	+2	+3	+2	+3	+4
Hobgoblin	+3	+2	+1	-	+1	+3	+3	+3	+2	+4
Bugbear	+3	+2	+2	+1	-	+4	+2	+2	+3	+3
Kobold	+2	+1	+2	+2	+2	-	+3	+2	+2	+3
Ogre	+2	+2	+3	+2	+1	+4	-	+2	+3	+3
Gnoll	+3	+2	+3	+2	+2	+3	+3	-	+3	+2
Lizardman	+4	+3	+4	+3	+3	+3	+4	+3	-	+3
Troll	+3	+3	+4	+3	+2	+4	+4	+3	+2	-

NB: This table is not intended to be exhaustive; other monster type races with tribal spellcasters may be treated in the same way, as may any other PC races used.

Notes: 1. Conversion of a charmed individual lasts only as long as the charm. 2. Convertees who are clerics or paladins may attempt a counter-conversion; in this case the character with the higher persuasiveness score starts, and saving throws are made alternately, each failed saving throw counting as one penalty point. At the end of the discussion (by interruption or by the conversion of one party) *both* parties are affected according to their total penalty points, as follows:

Table 3: Racial Alignment

Conversion to	*Conversion from* LG	LN	LE	NG	N	NE	CG	CN	CE
LG	-	+1	+3	+1	+1	+3	+2	+3	+4
LN	+1	-	+1	+1	+1	+1	+3	+3	+3
LE	+3	+1	-	+3	+1	+1	+4	+3	+3
NG	+1	+1	+3	-	+1	+3	+1	+2	+3
N	+1	+1	+1	+1	-	+1	+2	+1	+2
NE	+3	+1	+1	+3	+1	-	+3	+2	+1
CG	+2	+3	+4	+1	+2	+3	-	+1	+3
CN	+3	+3	+3	+2	+1	+2	+1	-	+1
CE	+4	+3	+3	+3	+2	+1	+3	+1	-

NB: These modifiers only apply where alignment is decided by race.

Penalty Points	*Effect*
1-5	No effect
6	Experience points reduced to minimum for that level
7	Loss of one level
8	Loss of half experience points
9	Loss of half experience points plus all special abilities
10	As above plus conversion

Convertees with high wisdom receive the Magical Attack Bonus to this saving throw. This saving throw is unmodified by magic items (including scarabs, etc, but a *philactery of faithfulness* gives the wearer +4), but modifiers exist for circumstances, as shown below:

For each minor interruption: +1

Convertor is of different race: see Table 2

Convertor is of opposite sex: -2

Convertor has moral support of same faith: -2/individual

Convertor has moral support of different faith: -1/individual

Convertee has moral support: +1/individual

Convertee is charmed: -4, negate racial difference (see note 1)

Convertee is a cleric or paladin: +4 (see note 2)

Conversion would not alter alignment: -2

Conversion goes against racial alignment: see Table 3

Special abilities (clerical spell use, etc) may be regained upon *atonement*, as may 10-100% of experience points lost. Change of deity requires *atonement* and 1-4 months training before the character may operate as a cleric. A converted paladin may never regain lost abilities or experience.

Multiple Conversions

Conversion of more than one individual is taken as the individual with the highest Resistance score, with a moral support modifier according to the total number of convertees.

Experience

Experience for successful conversions may be given according to the Asbury system (*WD5-8*), treating Conversion as a percentage ability, or according to the *DMG* kill bonuses for the races concerned, modifying for level where appropriate.□

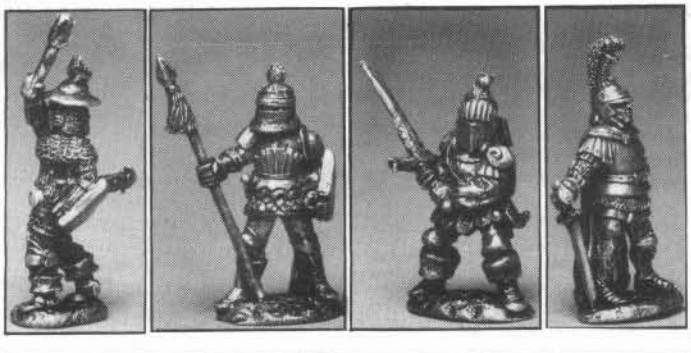
The Star

Midgard's Brightest Daily

TROUBLE BROOING

There have been outbreaks of fighting in the borderlands where groups of Broo have gone on the rampage. Their murderous onslaughts have been depicted in *Attack of the Broo*, the revamped *Set 3* from *Citadel Miniatures' RuneQuest* range.

Pictured above are some of the figures from the set. Pictured below are some of the *Warrior Knights of Law, Citadel's* newly released *Speciality Set 5*, who were heading for the troubled areas to help quell the Broo.



ZINE SCENE

A new feature of this year's *Games Day* will be a special *Zine Stand* run by Mike Lewis of *Dragon Lords*, the entertaining and scurrilous winner of the *Games Day '82 Award* for *Best Fanzine*. Any editors who would like their zine to appear on the stand at *Games Day* should contact Mike c/o 5 Yew Tree Close, Broadstairs, Kent.

Steve Norledge has left *Tempestuous Orifice* to start his own zine entitled *Rapscallion*, the first issue of which should be out by August. Steve is also trying to form a *Fanzine Association* to promote this area of the hobby by attending more conventions, advertising more widely, organising a newsletter for zine editors to keep them informed of new developments and the like. Any editors interested in this the idea should write to Steve Norledge, 75 Hawkhurst Way, W. Wickham, Kent.

A new zine on the scene is *The Adventurer*, which is mostly devoted to *Tunnels & Trolls*. The first issue has already sold out. Forthcoming issues will feature small solo dungeons, new rules, monsters, traps, etc, solo reviews and more. Anyone interested should write to: *The Adventurer*, Littlehampton School, Littlehampton, W. Sussex.

Zine Scene will be a regular feature of *White Dwarf* from now on. Any zine editors who would like to air their views or have a mention/review of their zine, should write to *White Dwarf*, and mark the envelope *Zine Scene*.

WIN £50 WORTH OF GOODS

White Dwarf is holding another mini-module scenario competition with prizes for the best three entries. The winners will see their entries published in *WD*, as will any runners-up. Just send us your scenario before 1st October 1983. All entries should be typed on one side of each sheet, double-spaced and can be written for *ANY* role-playing system of your choice (eg *AD&D, RQ, Traveller* or any other game). Entries will be judged on originality, role-play capacity, playability and all round fun.

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Remember — entries must be received by 1st October, 1983!

NO TROUBLE WITH RUBBLE

Hard on the heels of *Pavis* comes *The Big Rubble*. This new boxed *RuneQuest* scenario pack from *Chaosium* is a companion to *Pavis* and contains details, maps and scenarios set in the rubble of Old Pavis. The popular *RuneQuest* scenario *Snake Pipe Hollow* ia also back in print

Games Workshop have published the UK edition of the long out-of-print, monster *RuneQuest* scenario book, *Griffin Mountain*. This detailed campaign setting will be in the shops this month.

The long awaited *King Arthur Companion* from *Chaosium* is also now available. This is a reference work covering the Arthurian legends.

In the pipeline from *Chaosium* is *Asylum*, a book of scenarios for *Call of Cthulhu*, which is scheduled for release sometime during the summer.

LEGION OF THE DAMNED ON THE MARCH

Denizen Miniatures, greatly encouraged by the response to their figures, have announced that they intend to expand the *Legion of the Damned* figures from their *FA* range into a series of their own. Two new members of the *FA* range, *FA20: Legion of the Damned with Sword* (right) and *FA21: Legion of the Damned with Standard*, are pictured here.

Denizen Miniatures have also just released many other new figures in this range as well as a couple in their *SF* range. Plans are also afoot for their figures to be produced in the USA in the near future.

ON THE TREASURE TRAIL

Flying Buffalo the distributors of *Tunnels & Trolls* in the UK have just announced a forthcoming competition called the *Tunnels & Trolls Twenty Minute Treasure Trail*. First prize is £200 worth of games plus 50 runners-up prizes of *Tunnels & Trolls*. The competition centres on a new mini-game called *Treasure Trail*, which contains the entry form, and is designed to be a real brain teaser even to experienced role-playing gamers. *Treasure Trail* will be available in the shops shortly and the competition runs from the end of July until the 22nd October. The winner will also be invited on an expenses paid trip to *Games Day*, where it is hoped that the prize will be presented by Ken St. Andre the American inventor of *Tunnels & Trolls*.

CHAMPION CALLED TO ORDER

Joe Dever, winner of the *Origins '82 AD&D Championship* has now joined *Games Workshop*. Joe was formerly SF, Fantasy & Wargames Manager with *Games Centre*. It was in this capacity that he attended *Origins*. His new post with *Games Workshop* is as manager of the Mail Order Department and organiser of the Mail Order Club, which will mean plenty of involvement with gamers through the MOC's regular newsletter.

NEXT ISSUE: There's Irilian, Part 4 of the *D&D* super-series; stats for the Lesser Demons in *RuneQuest*; a *Warhammer* scenario; thieves in *D&D*; and two great new cartoon strips that'll get even the meanest Mind Flayer laughing.

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HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

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South East London Wargames Group, Annual Open Day, Sunday 25th September, 1983, Greenwich Borough Halls, Greenwich, London SE10. Wargaming demonstrations, participations and Military Modelling competition. For competition lists and further information, please contact: Chris Hurren on 01 857 7264 or send SAE to *Selwg*, 41 Dunkey Road, Mottingham, London SE9.

D&D Sheffield
14-yr old *D&D* player wishes to contact other players in Sheffield. Please contact: Mark Hides, 240 Jenkin Rd, Brightside, Sheffield.

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AD&D Maidstone
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Edinburgh
3 *AD&D/Traveller* players (age 14-15) seek clubs/campaigns/players of above (or over) RPGs in Edinburgh area. Reasonably new to these games but experienced in others. Will DM if necessary. Contact: Mark, 031 447 2385 or Graeme, 031 445 2005.

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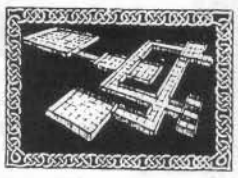

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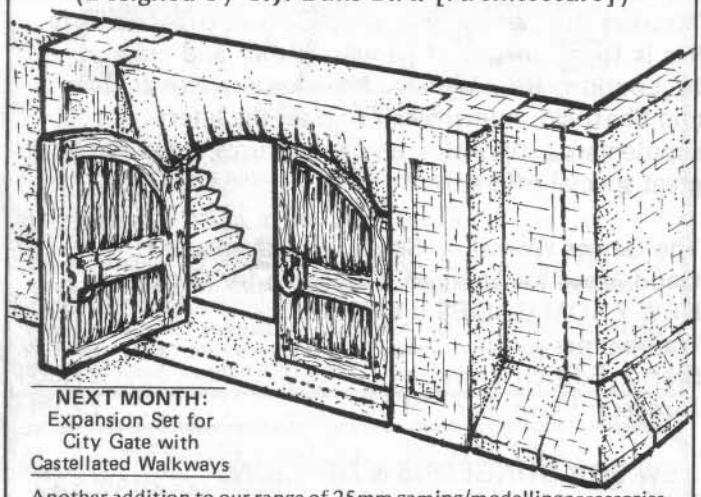

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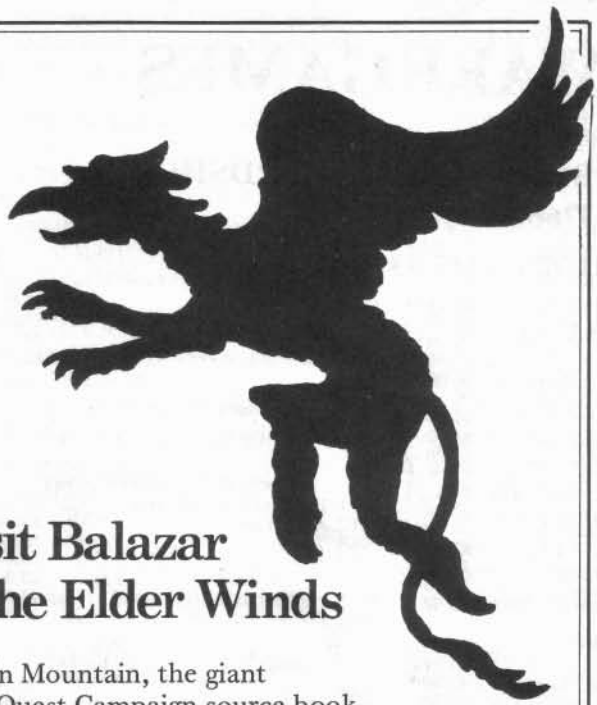

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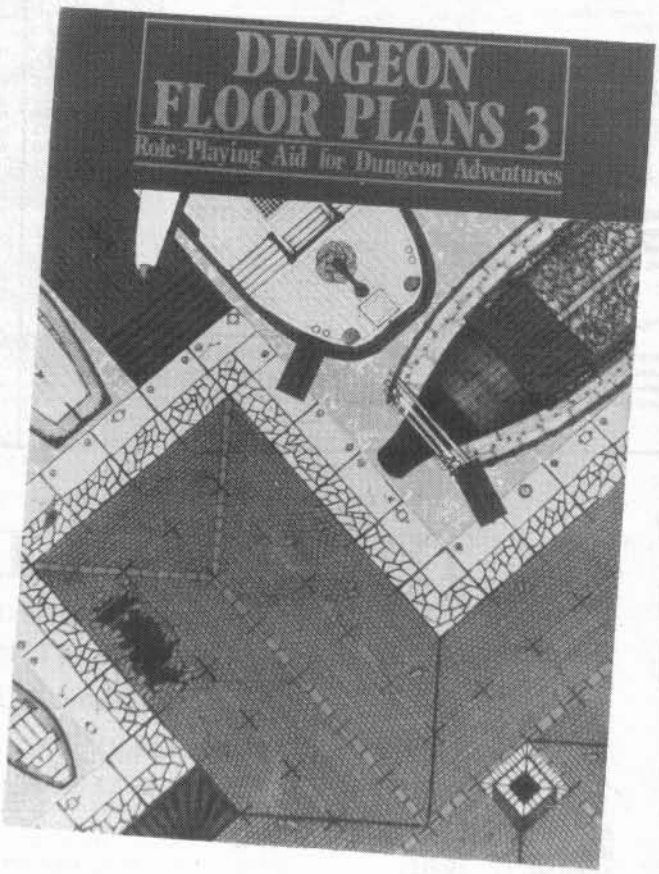

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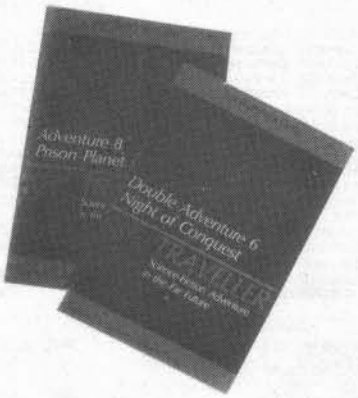

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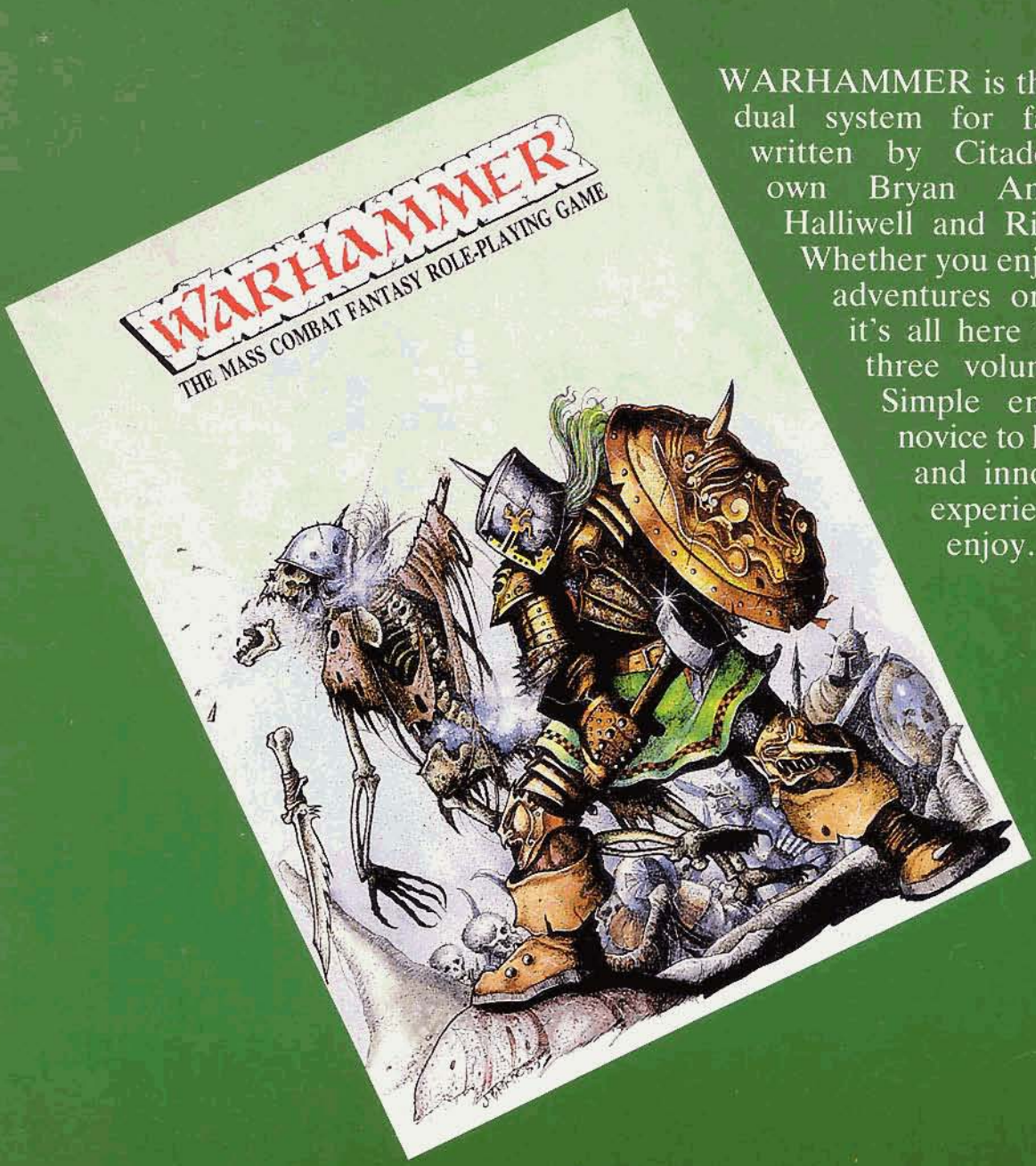

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